Dark Souls III: Lord Seeker's Compendium

// The Complete Guide to the Monsters of Lothric // Homebrew by Amratat // 5e //

CREDITS

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HOLLOW

Medium humanoid (hollow), neutral

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	7 (-2)	8 (-1)	7 (-2)

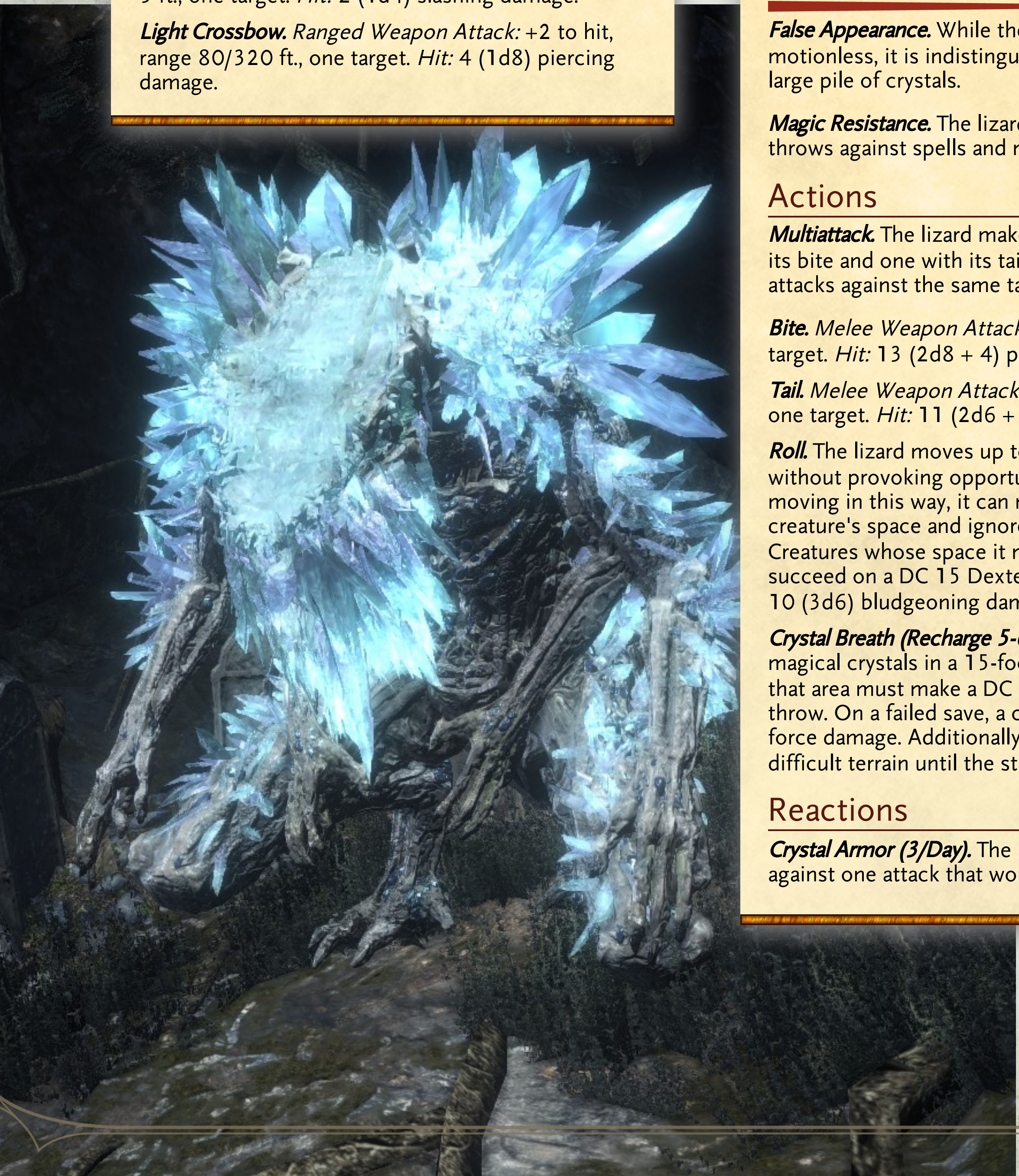
Senses passive Perception 9
Languages Common
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Actions

Multiattack. The hollow makes two attacks with its broken sword.

Broken Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.



RAVENOUS CRYSTAL LIZARD

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	3 (-4)	13 (+1)	11 (+0)

Skills Perception +4
Damage Resistances slashing
Damage Immunities cold, poison
Condition Immunities charmed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

False Appearance. While the lizard remains motionless, it is indistinguishable from a normal large pile of crystals.

Magic Resistance. The lizard has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The lizard makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Roll. The lizard moves up to 40 feet in a straight line without provoking opportunity attacks. While moving in this way, it can move through other creature's space and ignores difficult terrain. Creatures whose space it moves through must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage.

Crystal Breath (Recharge 5-6). The lizard breathes out magical crystals in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 21 (6d6) force damage. Additionally, that area becomes difficult terrain until the start of the lizard's next turn.

Reactions

Crystal Armor (3/Day). The lizard adds 3 to its AC against one attack that would hit it.

Starved Hound

Medium beast (hollow), unaligned

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	4 (-3)

Condition Immunities charmed
Senses passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Fear of Fire. If the hound takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sword Master

Medium humanoid (human), neutral

Armor Class 14
Hit Points 54 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Dex +5, Wis +3
Senses passive Perception 11
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Unarmored Defense. While the Sword Master isn't wearing armor or wielding a shield he adds his Wisdom modifier to his AC (included in his AC).

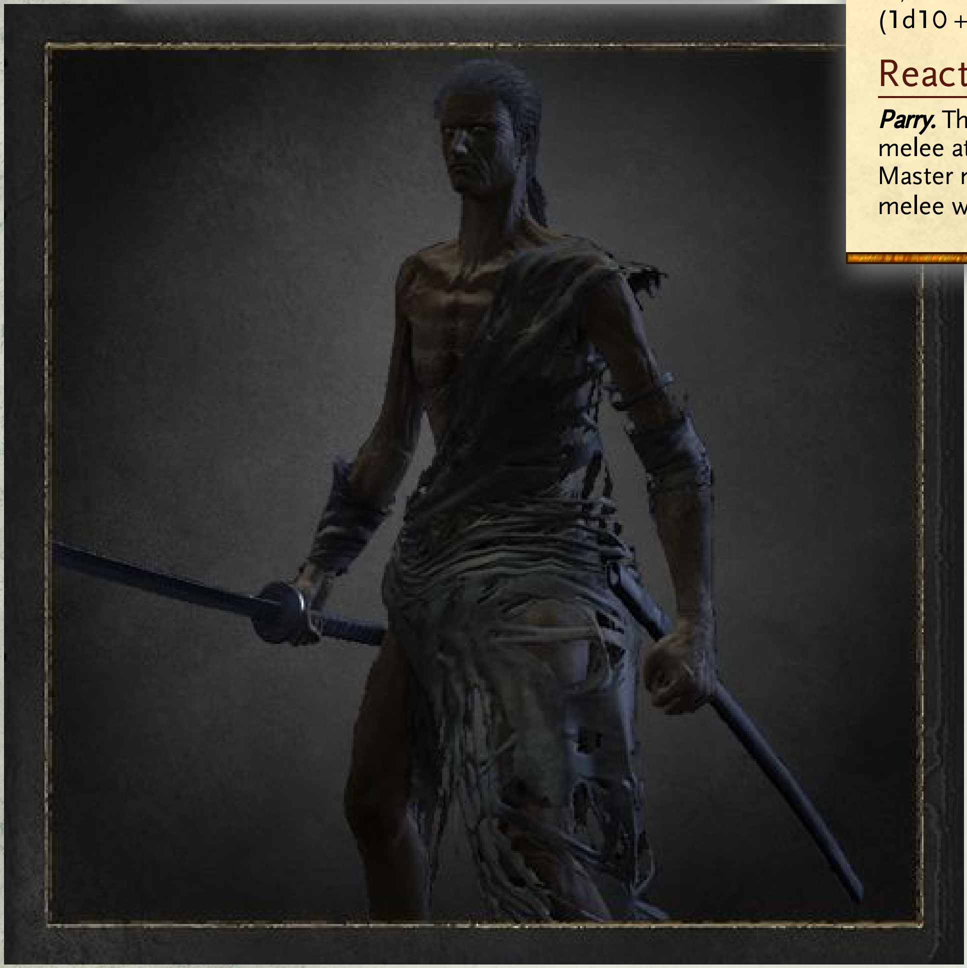
Actions

Multiattack. The Sword Master makes two attacks.

Uchigatana. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Reactions

Parry. The Sword Master adds 2 to his AC against one melee attack that would hit him. To do so, the Sword Master must see the attacker and be wielding a melee weapon.



IUDEX GUNDYR

IUDEX GUNDYR

Large undead, lawful neutral

Armor Class 17 (aged plate)
Hit Points 57 (6d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	18 (+4)	7 (-2)	11 (+0)	5 (-3)

Skills Athletics +4
Damage Vulnerabilities fire (when below half hit points)
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 10
Languages understands Common but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Pus of Man. When Iudex Gundyr is reduced to hit points less than half of his hit point maximum, a huge writhing mass of oily black matter bursts out of it. Iudex Gundyr loses access to his Halberd, gains access to the Large Claw attack, and gains vulnerability to fire damage.

Weakened Husk. A melee weapon deals one fewer die of its damage when Iudex Gundyr hits with it (included in the attack).

Actions

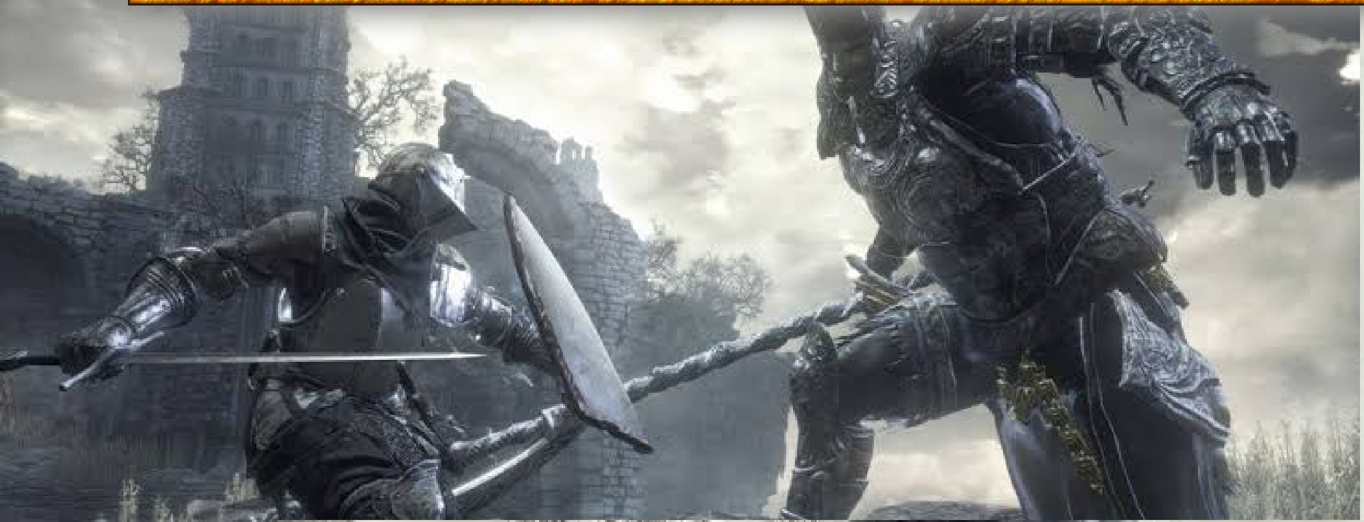
Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage

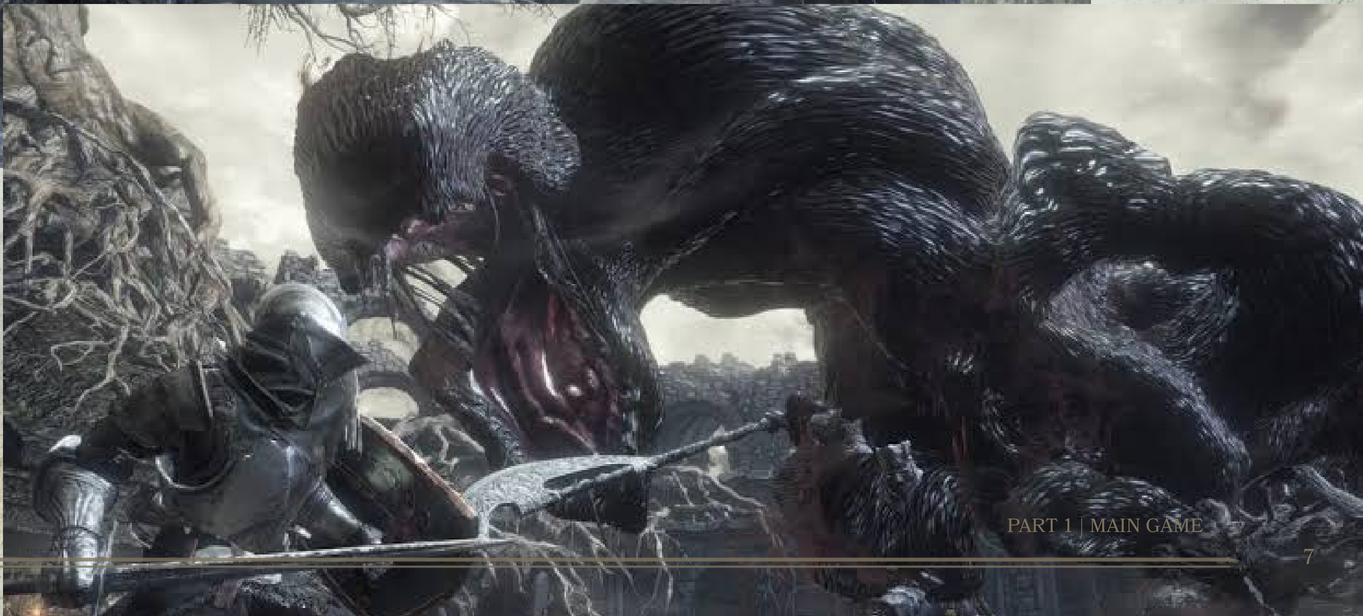
Large Claw (Pus of Man Form Only). *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 9 (1d12 + 2) slashing damage.

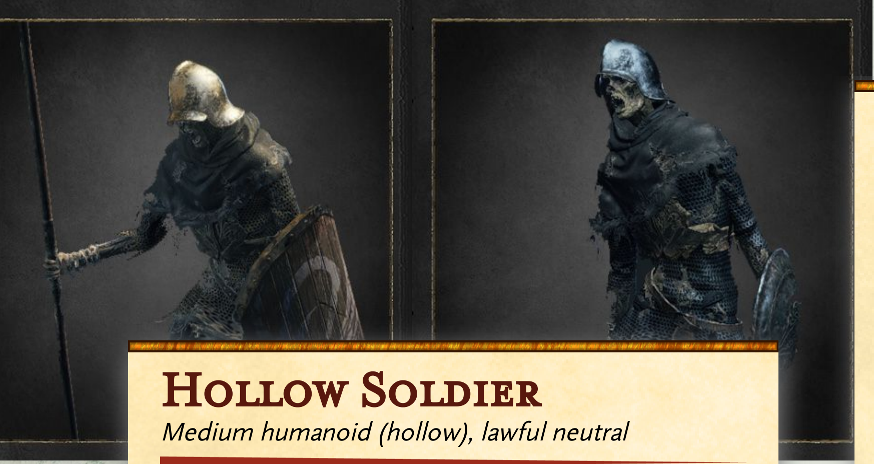
Legendary Actions

Iudex Gundyr can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Iudex Gundyr regains spent legendary actions at the start of its turn.

Kick. Iudex Gundyr attempts to shove a creature within 5 feet of it.
Move. Iudex Gundyr moves up to half its speed.







HOLLOW SOLDIER

Medium humanoid (hollow), lawful neutral

Armor Class 15 (chain shirt, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Varied Weaponry. The soldier has different action options based on which weapon it wields: a **sword**, a **light crossbow**, or a **spear**.

Actions for Spear

Multiattack. The soldier makes two melee attacks.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if wielded with two hands.

Actions for Sword

Multiattack. The soldier makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Actions for Crossbow

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage plus 2 (1d4) fire damage.

VARIANT HOLLOW SOLDIER

Some hollow soldiers use rudimentary explosives in their efforts to kill their enemies. Such hollows gain access to the **firebomb** action option.

Firebomb (Recharge 5-6). The soldier throws a small explosive up to 30 feet. Each creature within 5 feet of that point must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage.

GREAT HOLLOW SOLDIER

Large humanoid (hollow), lawful neutral

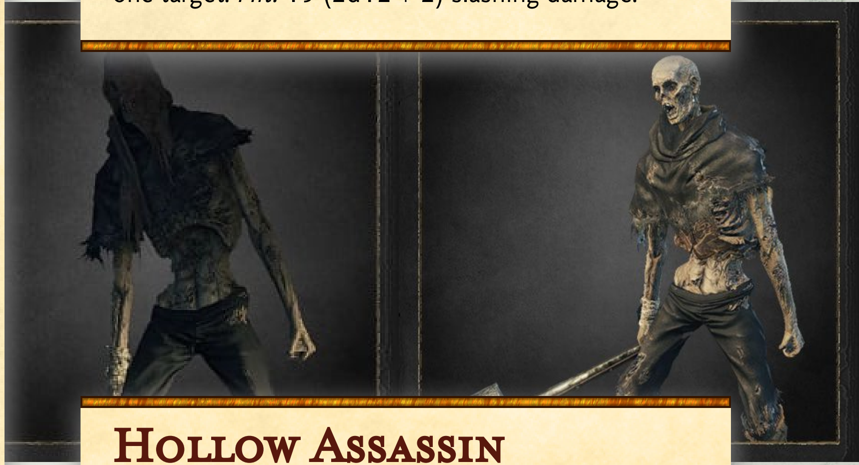
Armor Class 9
Hit Points 32 (5d10 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	13 (+1)	6 (-2)	10 (+0)	7 (-2)

Senses passive Perception 10
Languages Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (2d12 + 2) slashing damage.



HOLLOW ASSASSIN

Medium humanoid (hollow), lawful neutral

Armor Class 11
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Multiattack. The hollow makes two attacks.

Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Bonus Actions

Lightfooted. The assassin can take the Dash or Disengage action .

Pus of Man

Large monstrosity (hollow), chaotic evil

Armor Class 9
Hit Points 45 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	15 (+2)	6 (-2)	9 (-1)	10 (+0)

Damage Vulnerabilities fire
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 9
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hidden Infection. The pus can alter its appearance to be indistinguishable from an ordinary hollow. The process takes 1 hour. It can change back to its true form as a bonus action. While in hollow form, it uses the **hollow** stat block, though it has no equipment and retains this trait.

Actions

Thrash. The pus thrashes wildly, attacking everything near it. Each creature within 10 feet of the pus must make a DC 13 Dexterity saving throw, taking 12 (2d8 + 3) bludgeoning damage on a failed save, or half as much damage on a successful one.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Thrall

Small humanoid (hollow), lawful evil

Armor Class 13
Hit Points 20 (8d6 - 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	8 (-1)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +4, Acrobatics +5
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Multiattack. The thrall makes two melee attacks.

Thrall Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 4 piercing damage.

Variant Thrall

Some thralls are armed with a flamberge in place of their axes. These thralls lose access to the Multiattack and Thrall Axe action options, and gain the **greatsword** action option.
Greatsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage.

Mimic

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (7d10 + 7)
Speed 40 ft. (0 ft. in chest form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	5 (-3)	12 (+1)	2 (-4)

Skills Athletics +7
Damage Vulnerabilities necrotic
Damage Resistances cold, lightning, poison
Senses passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Imperfect False Appearance. While the mimic remains motionless, it is almost indistinguishable from a normal chest, requiring a successful DC 20 Wisdom (Perception) check to notice its true nature.

Actions

Slam (Mimic Form Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Change Shape. The mimic takes the form of a wooden chest. It can revert back to its true form as a bonus action. Its statistics are the same in each form, except where noted in this stat block.

Reactions

Bait and Bite. When a Medium or smaller creature attempts to open the mimic while in in chest form, the mimic can attempt to grapple the target, making the check with advantage. On a success, the mimic makes a flurry of bites against the target, dealing 18 (6d4 + 3) piercing damage, and the grapple ends. Success or failure, the mimic reverts to its true form.

Lothric Knight

Medium humanoid (hollow), lawful evil

Armor Class 20 (plate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Damage Vulnerabilities cold, lightning
Damage Resistances fire
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brave. The knight has advantage on saving throws against being frightened.

Varied Weaponry. The hollow has different action options based on which weapon it wields: a **longsword** or a **spear**.

Actions For Longsword

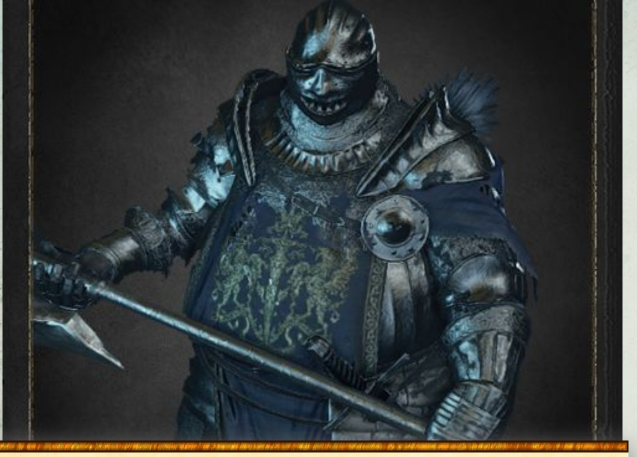
Multiattack. The knight makes two attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 5) slashing damage if wielded with two hands.

Actions For Spear

Multiattack. The knight makes two attacks.

Lothric Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



Winged Knight

Large humanoid (hollow), lawful evil

Armor Class 18 (plate)
Hit Points 57 (6d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	18 (+4)	11 (+0)	16 (+3)	12 (+1)

Damage Resistances fire, lightning, poison
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spin (Recharge 4-6). The knight spins around as it moves up to its speed in a straight path without provoking opportunity attacks. Each creature within 10 feet of the knight at any point during this movement must make a DC 13 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

Variant Winged Knight

Some winged knights make use of a pair of handaxes instead of a halberd. These winged knights use the **winged knight** stat block with the following changes:

- Its Halberd action option is replaced with the following action options:

Multiattack. The knight makes two attacks with its handaxes.
Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 feet or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

- Its Spin action option affects creatures within 5 feet of it instead of within 10 feet of it.

Darkwraith

Medium humanoid (hollow), chaotic evil

Armor Class 18 (plate)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Str +6, Wis +3
Skills Athletics +6
Damage Resistances cold, fire, lightning, necrotic
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Resistance. The darkwraith has advantage on saving throws against spells and other magical effects.

Actions

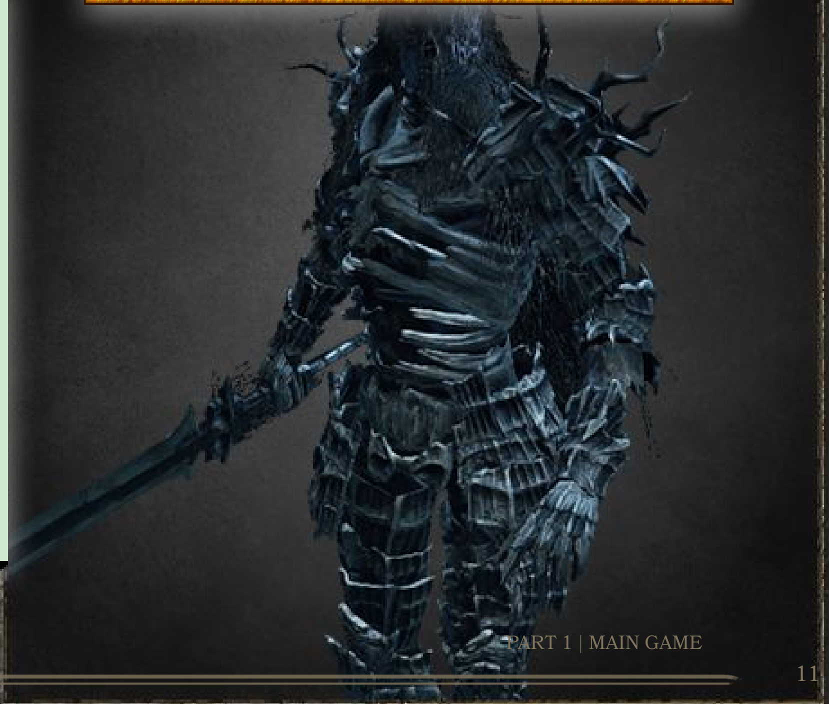
Multiattack. The darkwraith makes two attacks with its sword.

Dark Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Life Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (5d6) necrotic damage, and the darkwraith regains hit points equal to half the necrotic damage taken.

Bonus Actions

Dark Hand. The darkwraith magically gains a +2 bonus to AC. This bonus lasts until the darkwraith makes an attack, is incapacitated, or chooses to end it (no action required).



VORDT OF THE BOREAL VALLEY

Vordt served as an outrider knight, never far from the fleeting dancer.

VORDT OF THE BOREAL VALLEY

Huge monstrosity, lawful evil

Armor Class 18 (plate)
Hit Points 73 (7d12 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	4 (-3)	11 (+0)	7 (-2)

Saving Throws Str +6, Wis +3
Skills Perception +3
Damage Vulnerabilities necrotic
Damage Resistances piercing and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands Common but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Bestial Regression (Recharges after a Short or Long Rest). If Vordt starts his turn with fewer hit points than half his hit point maximum, he lets out a bestial howl as frost begins to cover his form. He loses access to his mace attack, and gains access to the Charge and Frost Breath actions, as well as the Cold Aura trait. These changes last until the end of his next short or long rest.

Cold Aura. At the start of each of Vordt's turns, if he has fewer than half of his hit point maximum, each creature within 5 feet of him takes 3 (1d6) cold damage.

Legendary Resistance (1/Day). If Vordt fails a saving throw, he can choose to succeed instead.

Magic Resistance. Vordt has advantage on saving throws against spells and magical effects.

Actions

Mace (Must Be Above Half Hit Points). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) magical bludgeoning damage plus 3 (1d6) cold damage.

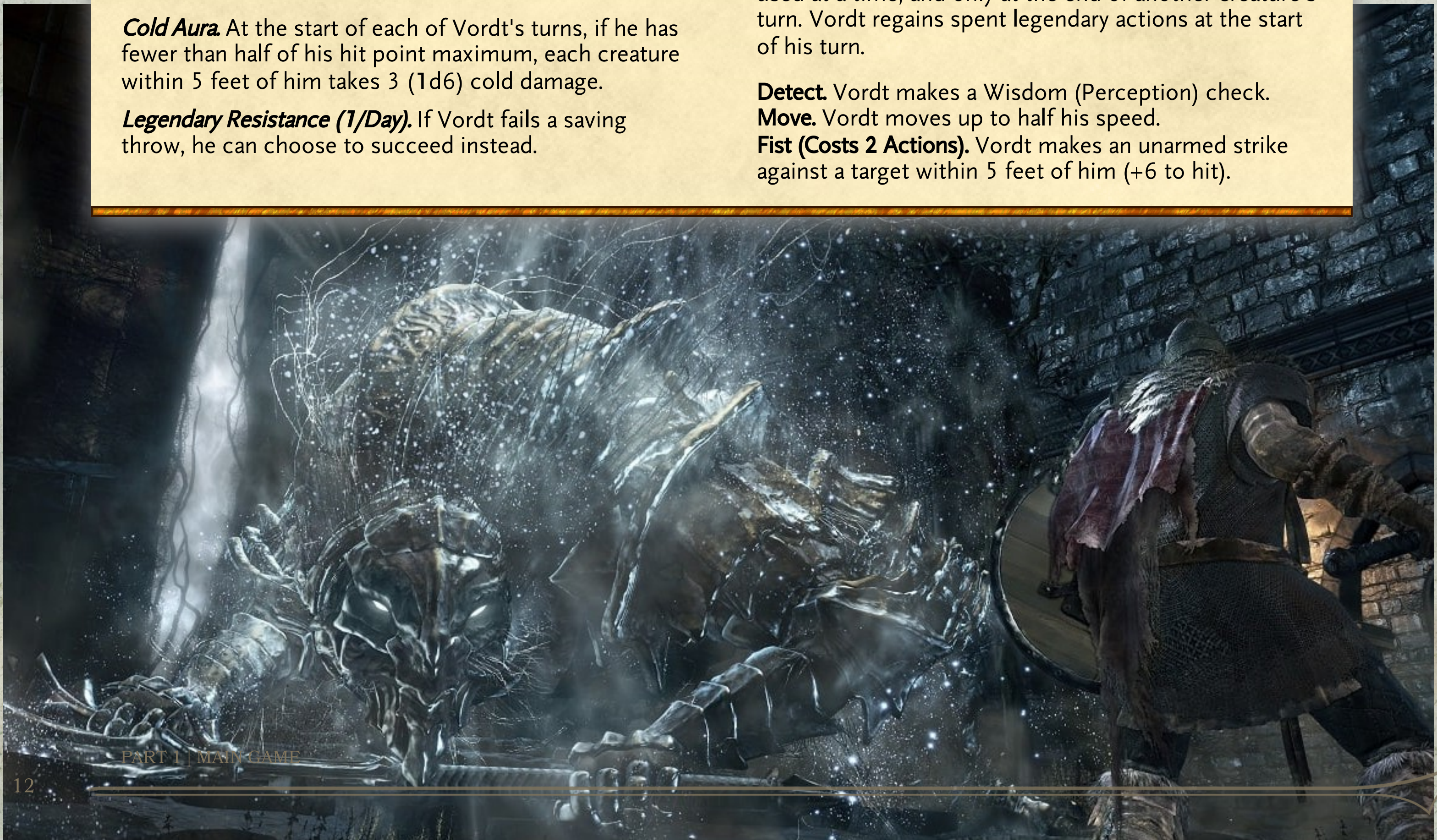
Charge (Must Be Below Half Hit Points). Vordt moves up to 40 feet in a straight line without provoking opportunity attacks. While moving in this way, he can move through other creatures' spaces without being slowed. Each creature whose space he moves through must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) bludgeoning damage.

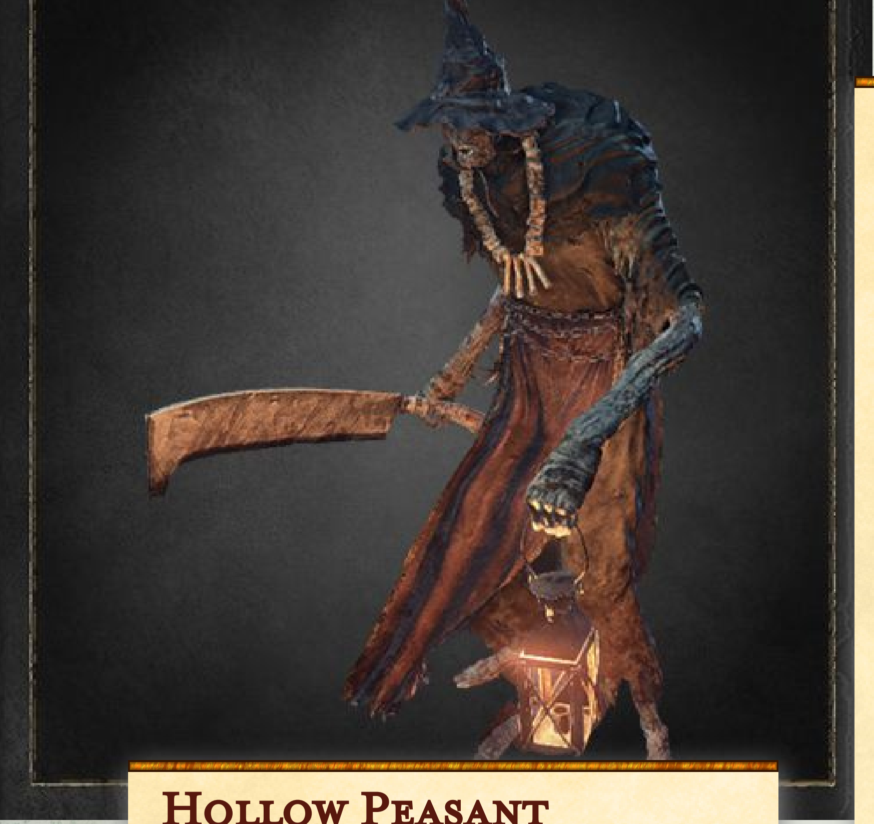
Frost Breath (Recharge 5-6; Must Be Below Half Hit Points). Vordt breathes out a frostbitten breath in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 14 (4d6) cold damage and is slowed as per the *slow* spell for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
On a successful save, a creature takes half as much damage and isn't slowed.

Legendary Actions

Vordt can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Vordt regains spent legendary actions at the start of his turn.

Detect. Vordt makes a Wisdom (Perception) check.
Move. Vordt moves up to half his speed.
Fist (Costs 2 Actions). Vordt makes an unarmed strike against a target within 5 feet of him (+6 to hit).





Hollow Peasant

Large humanoid (hollow), neutral evil

Armor Class 10
Hit Points 30 (4d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Varied Weaponry. The hollow has different action options based on which weapon it wields: a **pitchfork**, a **hammer**, or a **cleaver**.

Actions For Cleaver

Multiattack. The hollow makes two cleaver attacks.

Cleaver. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Actions For Hammer

Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Actions For Pitchfork

Pitchfork. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) if wielded with two hands.

Cathedral Evangalist

Large humanoid (hollow), lawful evil

Armor Class 10 (padded)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	12 (+1)	19 (+4)	13 (+1)

Saving Throws Int +3, Wis +6
Skills Perception +6, Religion +6
Senses passive Perception 16
Languages Abyssal, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Book. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 4) bludgeoning damage.

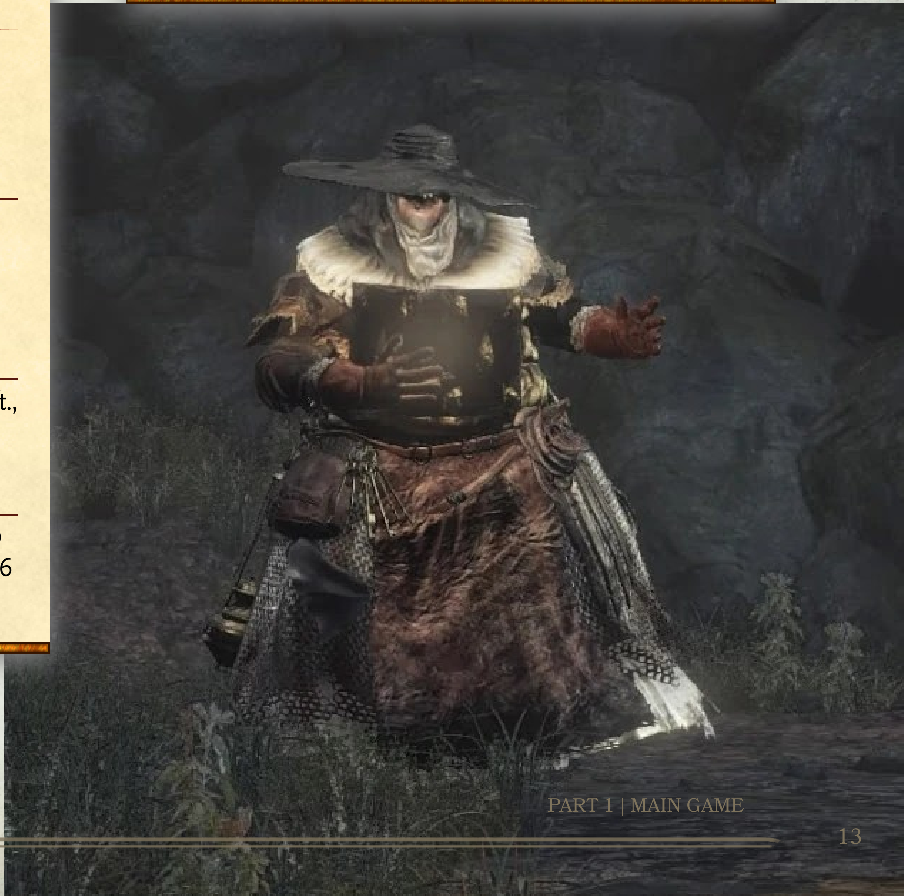
Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

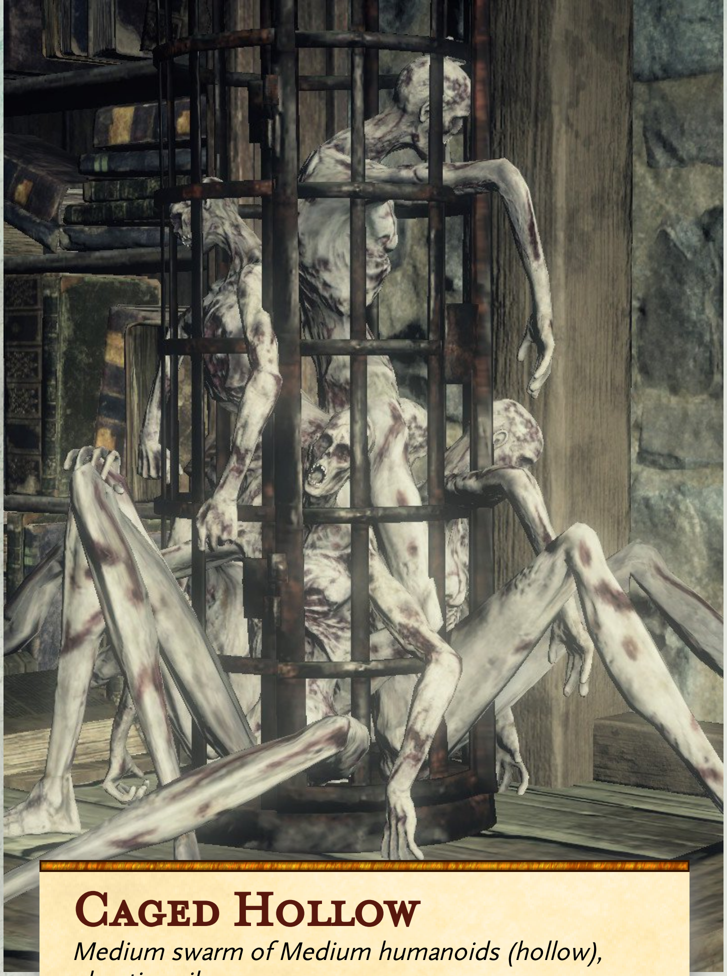
Gnaw. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 17 (5d6) necrotic damage.

Fiery Embrace (Recharge 5-6). The evangelist attempts to grab a Medium creature within its reach in a fiery bear-hug. The target must succeed on a DC 14 Dexterity saving throw or take 21 (6d6) fire damage.

Reactions

Retaliatory Strike. When a creature targets the evangelist with a melee attack, the evangelist makes a book attack against the provoking creature.





CAGED HOLLOW

Medium swarm of Medium humanoids (hollow), chaotic evil

Armor Class 15 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	12 (+1)	4 (-3)	11 (+0)	7 (-2)

Damage Vulnerabilities fire
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. While the caged hollow remains motionless, it is indistinguishable from a normal cage of corpses.

Many Heads. The caged hollow has advantage on saving throws against being charmed or frightened.

Actions

Dung Pie. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one creature. *Hit:* The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute.

Flailing Limbs. Each creature within 5 feet of the caged hollow must succeed on a DC 12 Dexterity saving throw or take 12 (5d4) bludgeoning damage.

HOLLOW MANSERVANT

Large humanoid (hollow), lawful evil

Armor Class 9
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	14 (+2)	7 (-2)	10 (+0)	8 (-1)

Skills Athletics +5
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

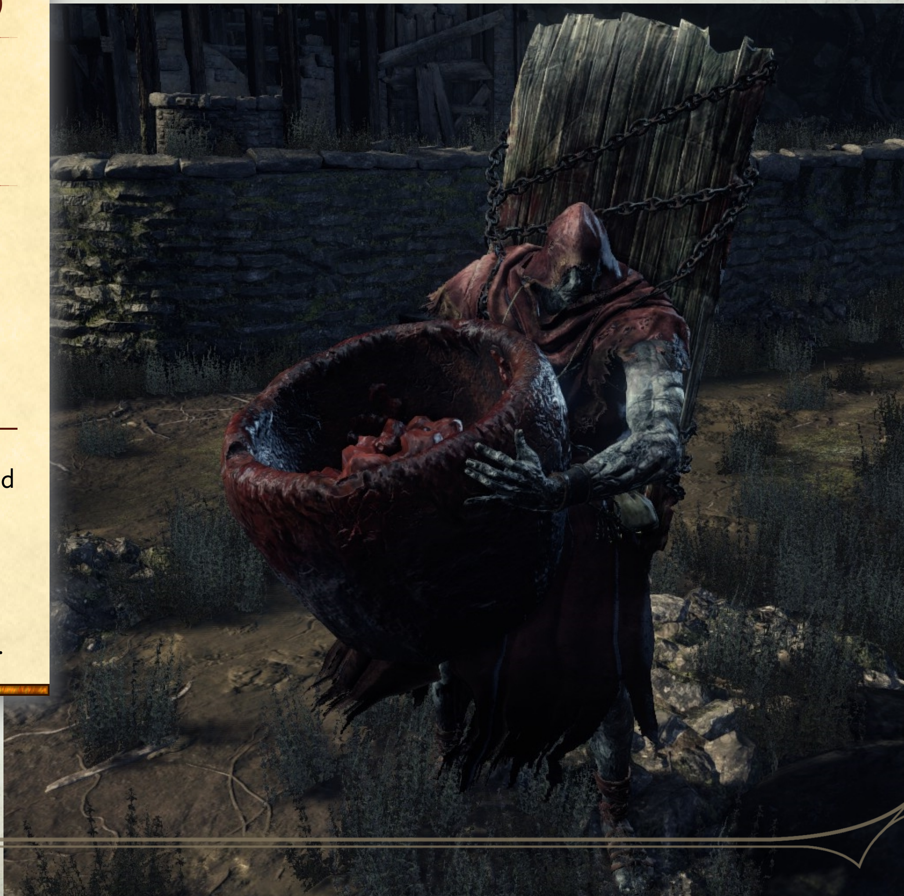
Limited Ammunition. The manservant has only one large bowl.

Actions

Multiattack. The manservant makes two melee attacks.

Oversized Machete. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Large Bowl. *Melee or Ranged Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. If the bowl is used for a ranged attack, it shatters.



RAT

Use **giant rat** statistics from *Monster Manual* with resistance to poison damage.

GIANT RAT

Large beast, unaligned

Armor Class 10
Hit Points 67 (9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

DEMON

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Str +7, Con +7
Damage Vulnerabilities necrotic
Damage Resistances fire, poison
Damage Immunities cold
Senses passive Perception 11
Languages Abyssal
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) slashing damage, plus 7 (2d6) fire damage if the demon has fewer than half of its hit points remaining.

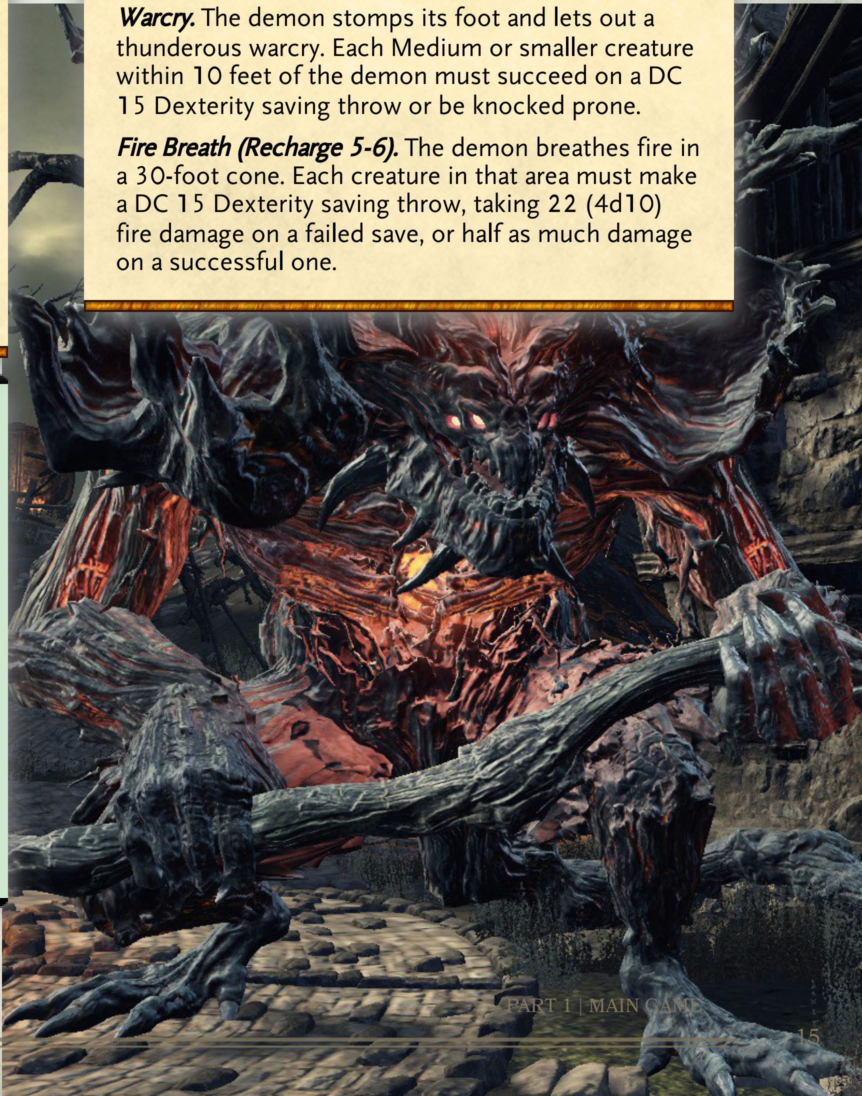
Warcry. The demon stomps its foot and lets out a thunderous warcry. Each Medium or smaller creature within 10 feet of the demon must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Fire Breath (Recharge 5-6). The demon breathes fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

VARIANT: GREATER DEMON

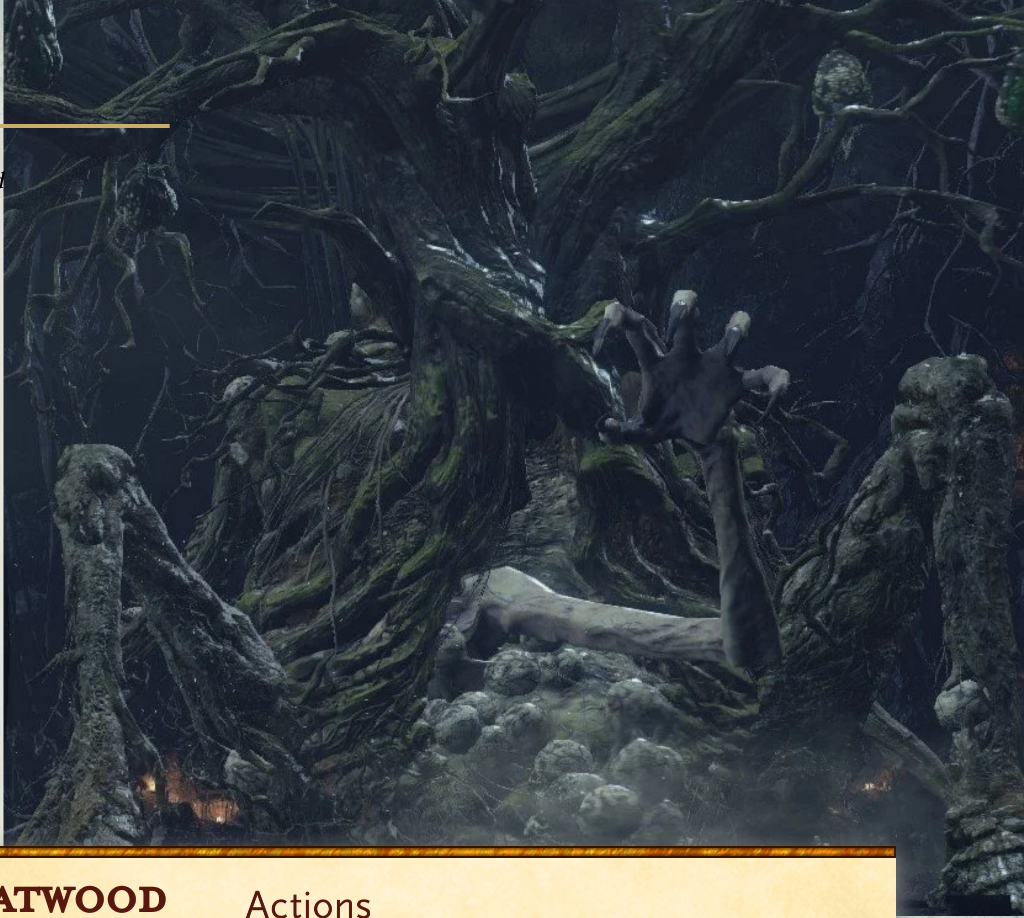
On the route to the Smouldering Lake lurks a demon of far greater power. It use the **demon** stat block with the following changes:

- It has a challenge rating of 9 (5,000 XP) and its proficiency bonus is +4.
- It has 178 (17d12 + 68) hit points.
- Its Strength score is 19 (+4).
- Its Fire Breath deals 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.
- It gains the following action option:
  Multiattack. The demon makes two attacks with its greataxe.



CURSE-ROTTED GREATWOOD

Ever since its establishment, all manner of curses have managed to seep into the Undead Settlement. The worst of them were sealed away inside a spirit tree, but eventually the curses took their toll.



CURSE-ROTTED GREATWOOD

Gargantuan plant, unaligned

Armor Class 17 (natural armor)
Hit Points 130 (9d20 + 36)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	18 (+4)	3 (-4)	9 (-1)	5 (-3)

Saving Throws Wis +2
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Curse-Bloated Pustules. The Greatwood has 6 pustules: one on each leg, two on its front, and two on its back. A pustule has an AC of 17, 15 hit points, and vulnerability to fire damage. If forced to make a saving throw, treat its ability scores as 10 (+0). If half the pustules are destroyed, the Greatwood is treated as if it had lost half its hit points. If all the pustules are destroyed, the Curse-Rotted Greatwood dies.

Legendary Resistance (3/Day). If the Greatwood fails a saving throw, it can choose to succeed instead.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Claw (Must Be Below Half Hit Points). *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Crushing Slam. The Greatwood lifts itself up before slamming back down, releasing a burst of corrosive muck. Each creature within 5 feet of the Greatwood must make a DC 16 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one. Creatures in the Greatwood's space take an additional 7 (2d6) bludgeoning damage on a failed save, or half as mucha damage on a successful one.
If the Greatwood has fewer than half its hit points remaining, it can spend all of its movement to stand up and fall forwards as part of this, moving up to 30 feet before slamming down, falling prone.

Legendary Actions

The Greatwood can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The greatwood regains spent legendary actions at the start of its turn.

Spin. The greatwood spins on the spot, striking creatures near it. Each creature within 10 feet of it must succeed on a DC 16 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone.
Attack (Costs 2 Actions). The greatwood makes an attack.

BOREAL OUTRIDER KNIGHT

Large monstrosity, lawful evil

Armor Class 18 (plate)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Saving Throws Dex +6, Wis +3
Skills Athletics +7
Damage Vulnerabilities necrotic
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 10
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The outrider knight has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The outrider knight makes two attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) magical slashing damage plus 3 (1d6) cold damage.

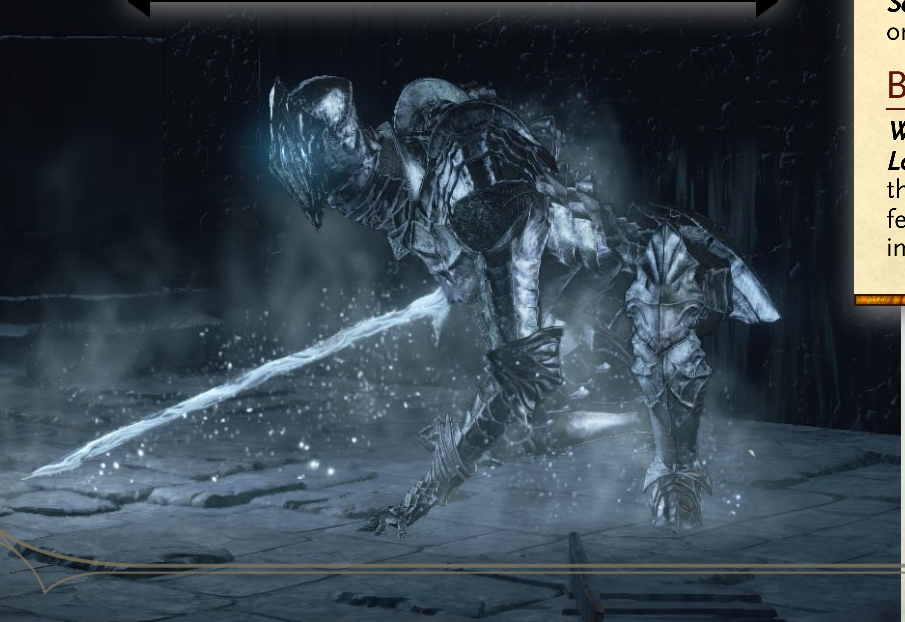
Frost Breath (Recharge 6; Must Be Below Half Hit Points). The outrider knight breathes out a frostbitten breath in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 14 (4d6) cold damage and is slowed as per the *slow* spell for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
On a successful save, a creature takes half as much damage and isn't slowed.

VARIANT: GREATER OUTRIDER KNIGHT

In Lothric Castle and the Grand Archives lurk two Boreal Outrider Knights of far greater power. They use the **Boreal Outrider Knight** statblock with the following changes:

- It has a challenge rating of 18 (20,000 XP) and its proficiency bonus is +6.
- It has 195 (23d10 + 69) hit points.
- Its Strength score is 24 (+7).
- It has proficiency in Constitution and Charisma saving throws (+9 and +5, respectively).
- It has the **Legendary Resistance** trait (described below).
- Its Multiattack now makes four attacks.
- Its longwsord attack has +13 to hit and deals 16 (2d8 + 7) magical slashing damage plus 10 (3d6) cold damage on a hit.

Legendary Resistance (3/Day). If the outrider knight fails a saving throw, it can choose to succeed instead.



CORVIAN SETTLER

Medium humanoid (corvian), lawful neutral

Armor Class 12 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	10 (+0)	15 (+2)	12 (+1)

Senses passive Perception 12
Languages Common, Corvian
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

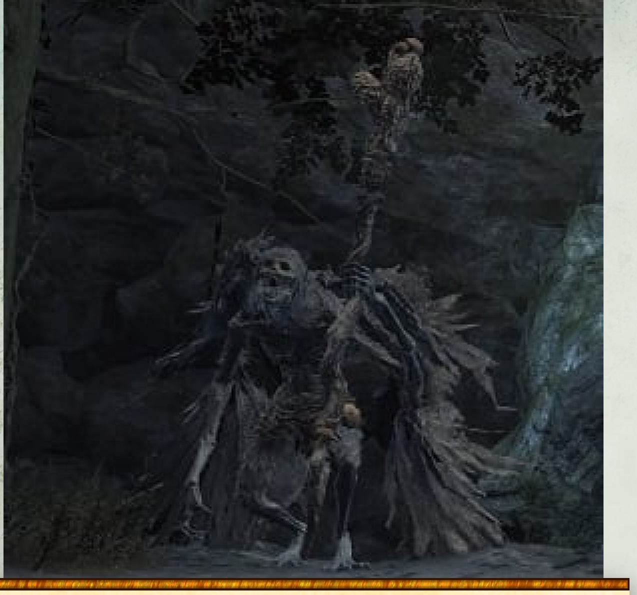
Multiattack. The corvian makes three attacks with its greatknife, or two attacks with its scythe.

Greatknife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage

Scythe. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Bonus Actions

Winged Transformation (Recharges after a Short or Long Rest). Wings burst out of the corvian's back. For the next minute, the corvian has a flying speed of 30 feet. If the corvian ends its turn in the air, it immediately falls.



Corvian Storyteller

Medium humanoid (corvian), lawful neutral

Armor Class 13 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	10 (+0)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Senses passive Perception 12
Languages Common, Corvian
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

Poison Mist. The storyteller releases poison gas in a 15-foot cube. Each creature in that area must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fire Spray. The storyteller releases a stream of fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Winged Transformation (Recharges after a Short or Long Rest). Wings burst out of the storyteller's back. For the next minute, the storyteller has a flying speed of 30 feet. If the storyteller ends its turn in the air, it immediately falls.

Madwoman

Medium humanoid (human), chaotic evil

Armor Class 12
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	9 (-1)	11 (+0)	12 (+1)

Saving Throws Dex +4, Wis +2
Skills Athletics +6, Perception +2
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

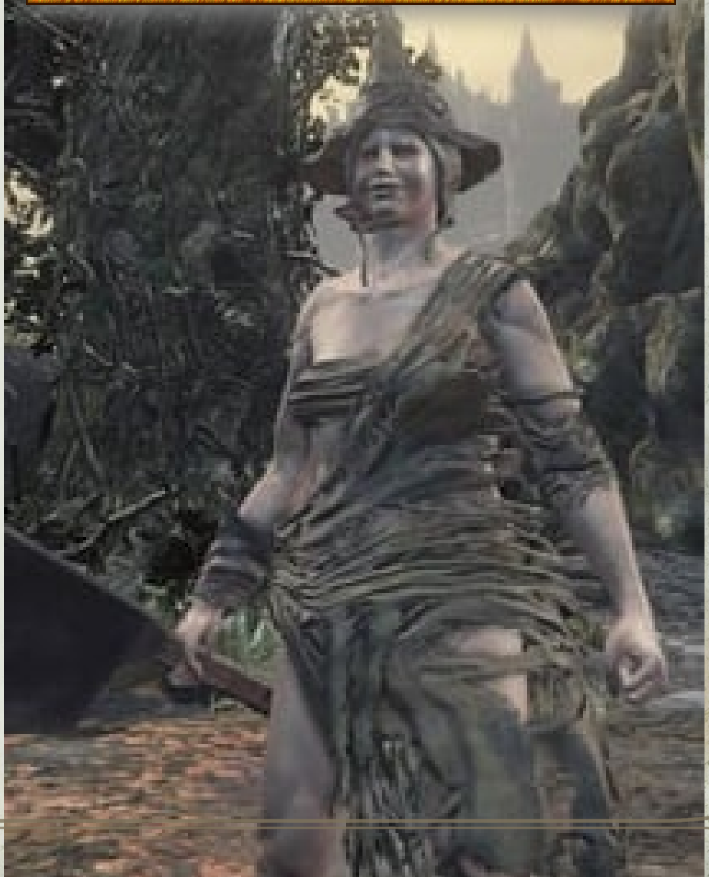
Multiattack. The madwoman makes two attacks.

Butcher Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, the madwoman regains a number of hit points equal to half the damage dealt.

Dung Pie. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute.

Bonus Actions

Sharpen (Recharge 5-6). The madwoman sharpens her cleaver. Until the end of her next turn, whenever the madwoman hits a creature with her large cleaver, she regains an additional 1d6 hit points.



LYCANTHROPE HUNTER

Medium humanoid (hollow), neutral

Armor Class 11 (padded)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

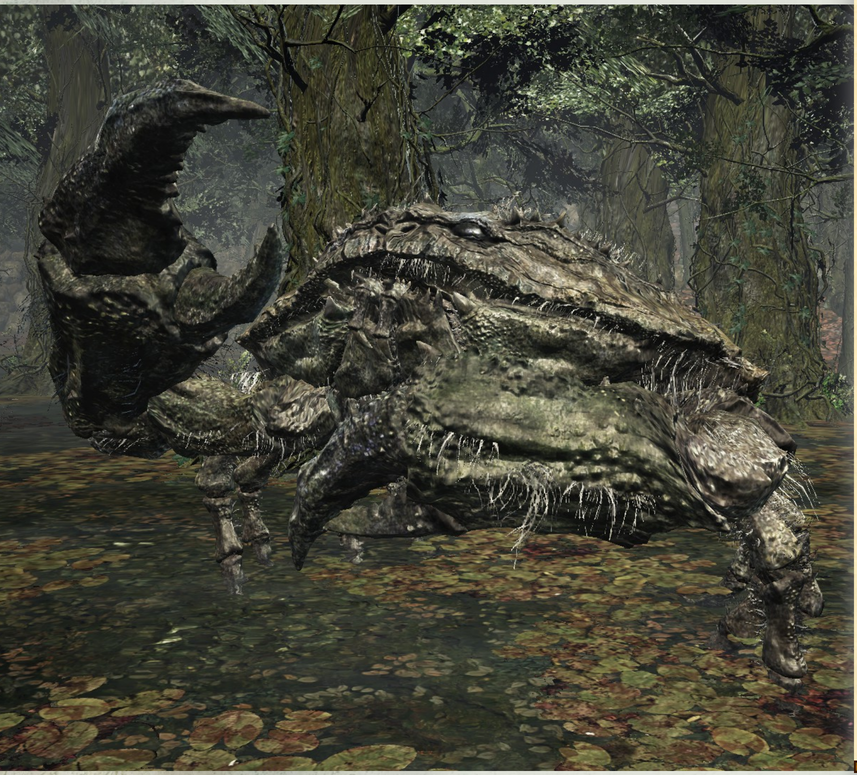
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Pack Tactics. The hunter has advantage on attack rolls against a creature if at least one of the hunter's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Oversized Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (2d10 + 2) piercing damage.



LESSER CRAB

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +2
Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 1/8 (50 XP) **Proficiency Bonus** +2

Actions

Pincer. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

GREATER CRAB

Huge beast, unaligned

Armor Class 18 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	19 (+4)	1 (-5)	9 (-1)	3 (-4)

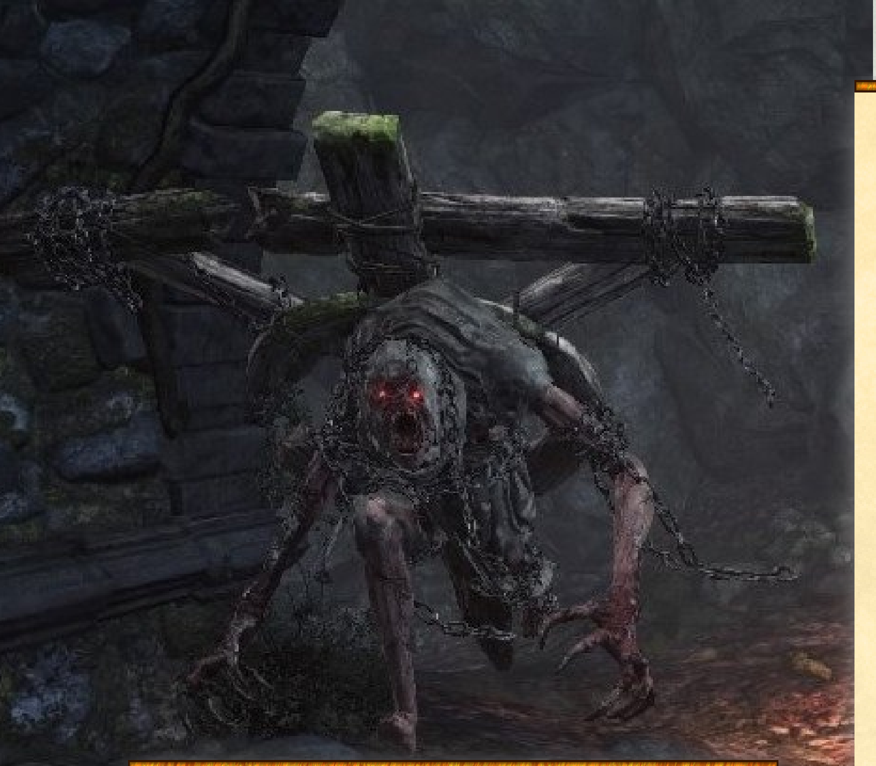
Skills Stealth +3
Damage Vulnerabilities lightning
Condition Immunities charmed
Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The crab makes two attacks with its pincers

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). The crab has two claws, each of which can only grapple one target.

Foaming Breath (Recharge 5-6). The crab breathes foam in a 15-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and have its speed reduced by 10 feet until the end of its next turn.



LYCANTHROPE

Large monstrosity (hollow), chaotic evil

Armor Class 16 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	4 (-2)	12 (+1)	8 (-1)

Saving Throws Dex +5
Skills Perception +4
Damage Vulnerabilities necrotic
Damage Resistances lightning
Senses passive Perception 14
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blood Frenzy. The lycanthrope has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack. The lycanthrope makes three attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature that is grappled by the lycanthrope. *Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. Instead of dealing damage, the lycanthrope can grapple the target (escape DC 13).

POISONHORN BUG

Small beast, unaligned

Armor Class 15 (natural armor)
Hit Points 27 (4d6 + 8)
Speed 5 ft.

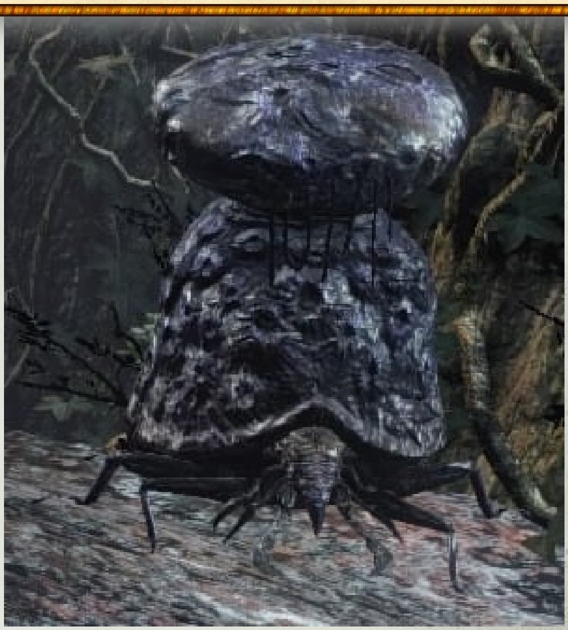
STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	15 (+2)	1 (-5)	11 (+0)	3 (-4)

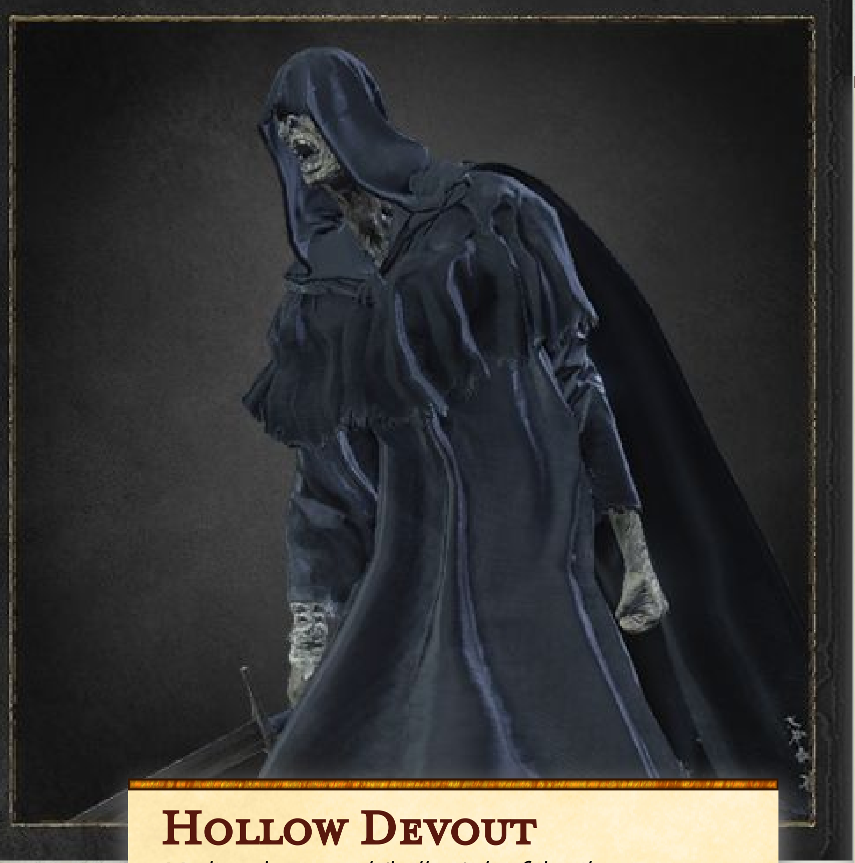
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage

Release Poison (Recharge 4-6). The bug releases a cloud of poisonous spores that fill a 5-foot sphere centered on itself. This cloud lasts until the end of the bug's next turn. This area is heavily obscured, and each creature that starts its turn in the area, or enters it for the first time on a turn, must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, a creature takes 2 (1d4) poison damage at the end of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





Hollow Devout

Medium humanoid (hollow), lawful evil

Armor Class 13 (padded) (15 for spear with shield)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Senses passive Perception 10
Languages Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Varied Weaponry. The hollow has different action options based on which weapon it wields: a **longsword** or a **spear**.

Actions For Longsword

Multiattack. The hollow makes two attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if wielded with two hands.

Actions For Spear

Multiattack. The hollow makes two attacks.

Spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if wielded with two hands.

Sage's Prentice

Medium humanoid (hollow), neutral

Armor Class 12 (padded)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	16 (+3)	11 (+0)	8 (-1)

Saving Throws Int +5, Wis +2
Skills Arcana +5
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if wielded with two hands.

Soul Spear. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 14 (4d6) force damage.

VARIANT: CATHEDRAL HOLLOWS

The Cathedral of the Deep has three different variants of the hollow devout: a flaming crossbow, a flaming longsword, and an immolater. These use the **hollow devout** stat block with the following changes:

FLAMING CROSSBOW

- Its has a heavy crossbow instead of a spear or longsword.
- It gains access to the following action option: ***Heavy Crossbow.*** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) fire damage.

FLAMING LONGSWORD

- It has a challenge rating of 2 (450 XP)
- Its longsword deals an additional 3 (1d6) fire damage on a hit.

IMMOLATER

- It has a challenge rating of 2 (450 XP)
- Its loses access to the spear and longsword action options.
- It gains access to the following action option: ***Sacrificial Burst.*** The hollow sets itself on fire. At the end of its turn, the hollow explodes in flames and is killed. Each creature witin 5 feet of the hollow must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

BLACK KNIGHT

Large celestial, lawful neutral

Armor Class 20 (plate, shield)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	21 (+5)	10 (+0)	17 (+3)	19 (+4)

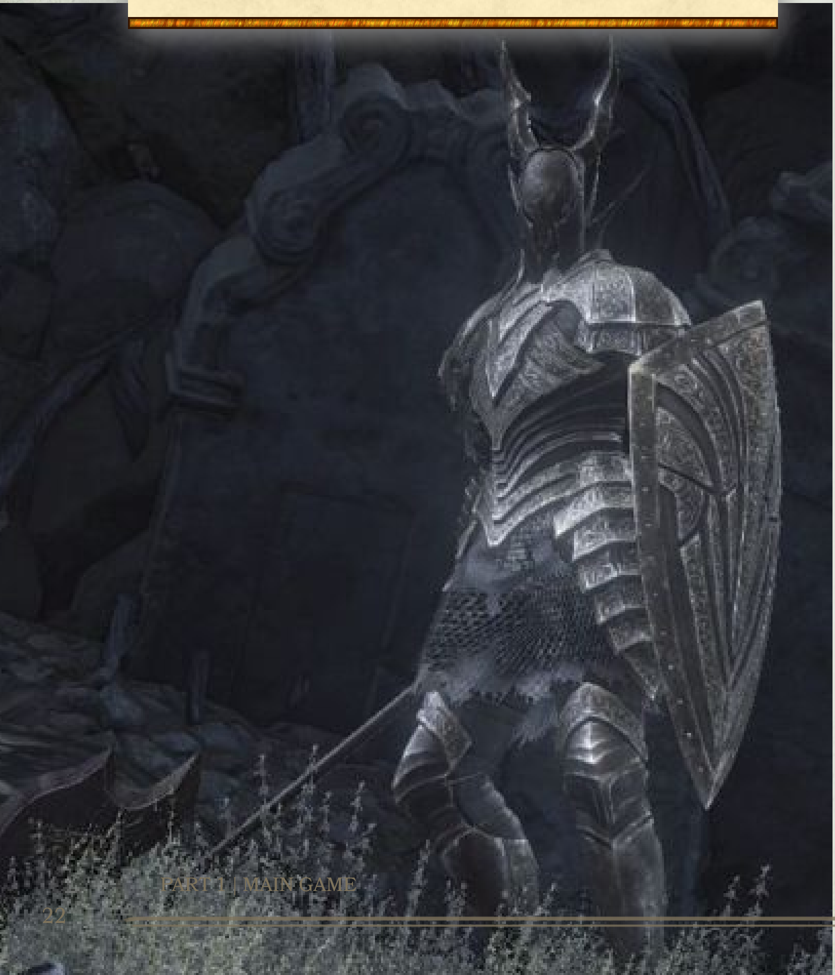
Saving Throws Dex +5, Con +8, Wis +6
Skills Athletics +10, Perception +6
Damage Vulnerabilities cold, necrotic
Damage Resistances fire, lightning
Condition Immunities charmed, frightened
Senses passive Perception 16
Languages Celestial, Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Mighty Wielder. The knight can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Actions

Multiattack. The knight makes three melee attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage, plus 7 (2d6) slashing damage if the target is a demon. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.



EXILE WATCHDOG

Medium humanoid (human), lawful neutral

Armor Class 18 (plate)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +3, Con +7, Wis +6
Skills Athletics +8, Perception +6
Condition Immunities charmed
Senses passive Perception 15
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Mighty Wielder. The watchdog can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Varied Weaponry. The watchdog has different action options based on which weapon it wields: a **greatsword** or a **greatclub**.

Actions For Greatsword

Multiattack. The watchdog makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Spin Slash (Recharge 5-6). The watchdog spins, swinging its blade in an arc around it. Every creature within 5 feet of the watchdog must succeed on a DC 16 Dexterity saving throw or take 12 (2d6 + 5) slashing damage.

Actions for Greatclub

Multiattack. The watchdog makes two melee attacks.

Oversized Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Heal (Recharge 6). The watchdog regains up to 20 hit points.

Crystal Sage

The twin Crystal Sages once served as spiritual guides to the scholars of the Grand Archives, and one went on to ally with the Undead Legion.

Crystal Sage

Large humanoid (hollow), neutral

Armor Class 16 (natural armor)
Hit Points 97 (15d10 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Int +8, Wis +6
Skills Arcana +12, Perception +6
Damage Resistances force
Condition Immunities charmed
Senses passive Perception 16
Languages Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If the crystal sage fails a saving throw, it can choose to succeed instead.

Magic Resistance. The crystal sage has advantage on saving throws against spells and magical effects.

Actions

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) force damage.

Soul Spear. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (6d6) force damage.

Soul Crystal Mass. The crystal sage sends out an orb of magical crystal at a creature it can see within 120 feet. The target must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) force damage and be knocked prone.

White Dragon Breath (Recharge 5-6). The sage magically sends out a beam of energy, which produces magical crystals in a 40 ft. line 5 feet wide. Each creature in that area must make a DC 16 Dexterity saving throw, taking 22 (5d8) force damage on a failed save, or half as much damage on a success.

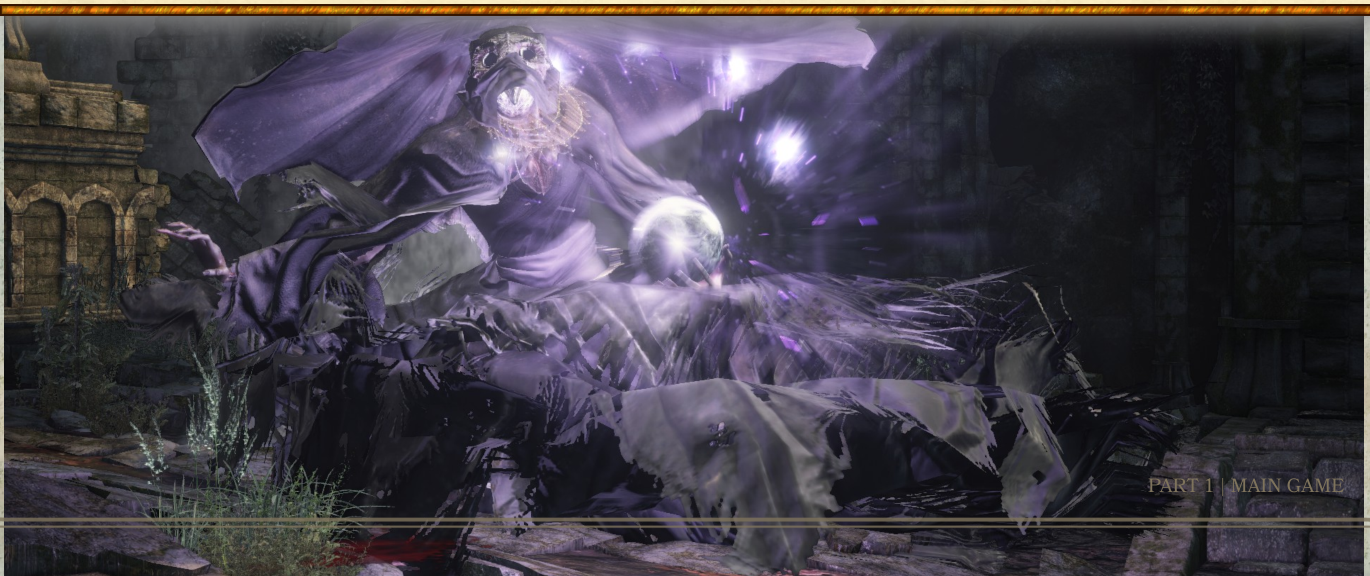
Reactions

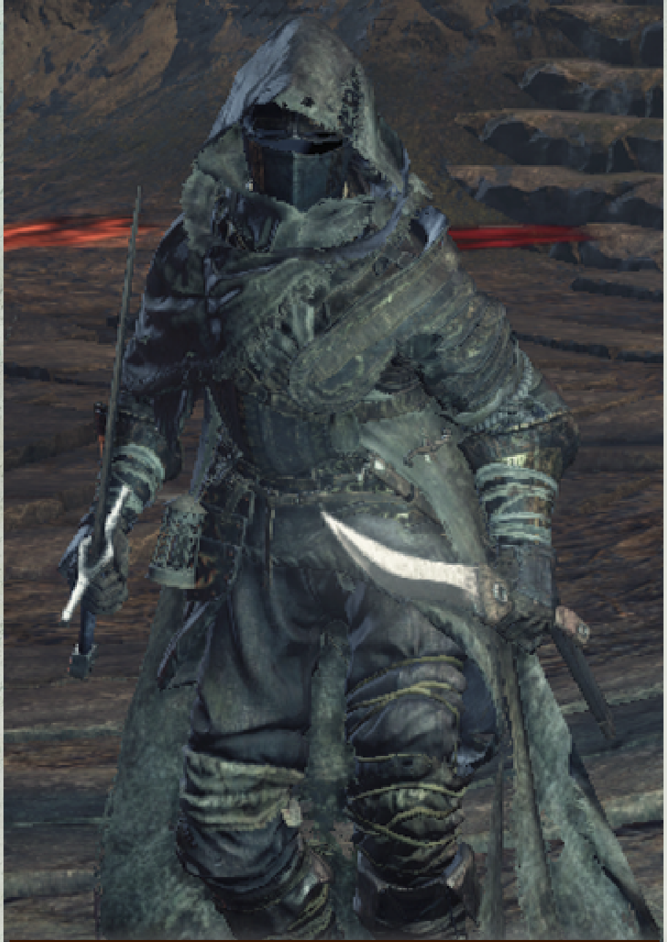
Teleporting Escape. In response to being damaged, the crystal sage magically teleports up to 30 feet to an unoccupied space it can see.
If the sage has less than half of its hit points remainin, it also creates up to 3 clones, which appear in unoccupied spaces within 30 feet of the sage's destination. The clones act after the crystal sage on the same initiative count and use the statistics for the crystal sage, but have 1 hit point, no legendary resistances, can only use *soul crystal mass* and have no legendary actions. These clones last until reduced to 0 hit points, or until the crystal sage is reduced to 0 hit points or uses this reaction again.

Legendary Actions

The crystal sage can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The crystal sage regains spent legendary actions at the start of his turn.

Create Crystals. The crystal sage creates magical crystals in up to 7 5-foot-square unoccupied spaces it can see within 30 feet of it. These areas become difficult terrain.
Rapier (Costs 2 Actions). The crystal sage makes an attack with its rapier.
Homing Crystal Soul Mass (Costs 2 Actions). The crystal sage summons several darts of solidified magic. The next time a creature starts its turn within 5 feet of the sage or enters within 5 feet of the sage, it must succeed on a DC 16 Dexterity saving throw or take 17 (5d6) force damage.





Fallen Knight

Medium humanoid (human), lawful neutral

Armor Class 17 (half plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4, Wis +4
Skills Athletics +6, Perception +4
Condition Immunities charmed
Senses passive Perception 14
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The knight makes two longsword attacks. If it has a dagger drawn, it can also make a dagger attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if wielded with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Brigand

Medium humanoid (human), chaotic neutral

Armor Class 15 (studded leather, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	15 (+2)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Dex +3, Con +4
Skills Athletics +7, Perception +2
Condition Immunities charmed
Senses passive Perception 12
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

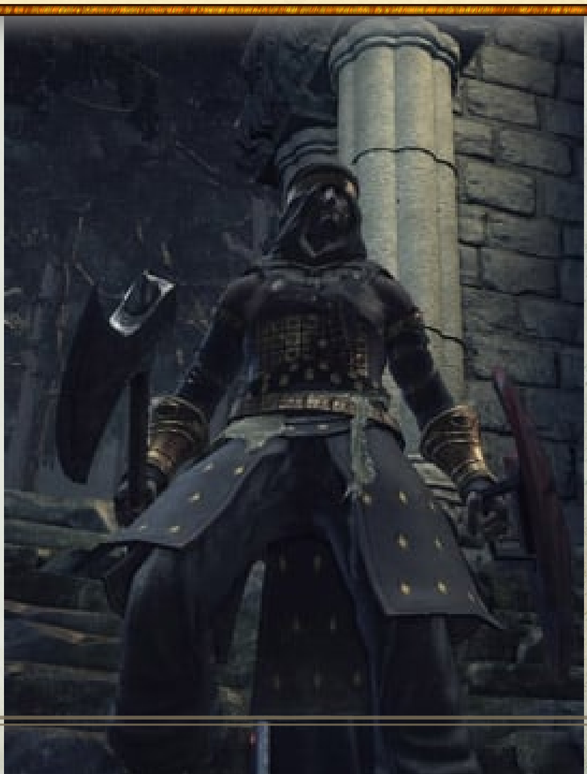
Multiattack. The brigand makes two battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if wielded with two hands. While warcry is active, it deals 12 (1d8 + 5 + 1d4) slashing damage, or 13 (1d10 + 5 + 1d4) slashing damage if wielded with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, or 10 (2d4 + 5) piercing damage if used to make a melee attack while warcry is active.

Bonus Actions

Warcry (Recharges After a Short or Long Rest). The brigand roars, strengthening his blows temporarily. For the next 1 minute, the brigand deals an additional 1d4 damage when he hits with a melee attack.



REANIMATED CORPSE

Medium undead, chaotic evil

Armor Class 8
Hit Points 26 (4d8 + 8)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	14 (+2)	3 (-4)	9 (-1)	2 (-4)

Damage Vulnerabilities fire
Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Fear of Fire. If the corpse takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

MAGGOT GRUB

Large monstrosity, unaligned

Armor Class 11
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	2 (-4)	10 (+0)	3 (-4)

Damage Vulnerabilities fire
Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fear of Fire. If the grub takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Multiattack. The grub makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature other than a construct or undead, they are also covered in leeches for 1 minute. While these leeches cover them, a creature loses 4 (1d8) hit points due to blood loss. A creature can scrape the leeches off as an action. The leeches also fall off if the creature takes fire damage or holds a lit torch.

INFECTED CORPSE

Medium undead, chaotic evil

Armor Class 8
Hit Points 45 (7d8 + 14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	14 (+2)	3 (-4)	9 (-1)	2 (-4)

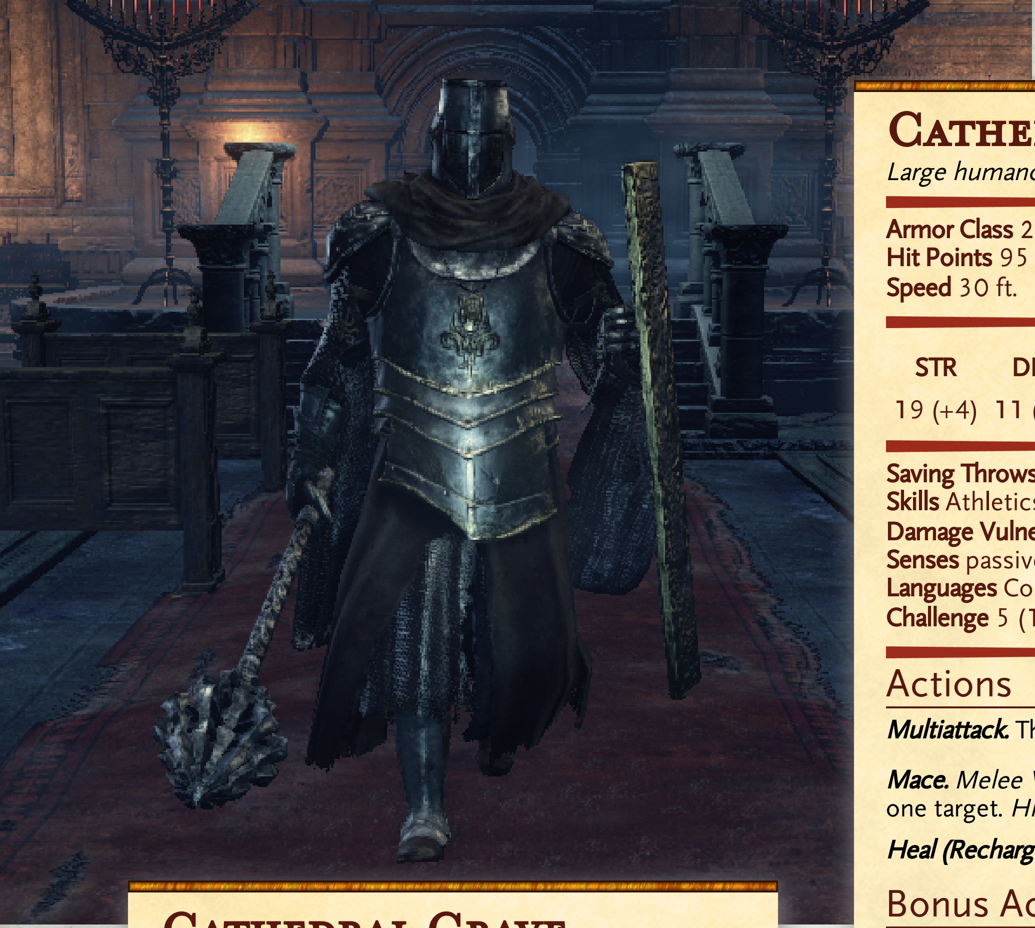
Damage Vulnerabilities fire
Senses passive Perception 9
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Fear of Fire. If the grub takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a creature other than a construct or undead, they are also covered in leeches. While these leeches cover them, a creature loses 4 (1d8) hit points due to blood loss. A creature can scrape the leeches off as an action. The leeches also fall off if the creature takes fire damage or holds a lit torch.

Puke Leeches (Recharge 5-6). The corpse vomits leeches at a creature within 10 feet of it. The target must succeed on a DC 12 Dexterity saving throw or be covered in leeches. While these leeches cover them, a creature loses 9 (2d8) hit points at the start of each of its turns due to blood loss. A creature can scrape the leeches off as an action. The leeches also fall off if the creature takes fire damage or holds a lit torch. Constructs and undead are immune to these leeches.



Cathedral Grave Warden

Medium humanoid (hollow), lawful evil

Armor Class 16
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +6, Wis +4
Skills Acrobatics +8, Religion +3
Senses passive Perception 12
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Unarmored Defense. While the grave warden isn't wearing armor or wielding a shield it adds its Wisdom modifier to its AC (included in its AC).

Actions

Multiattack. The grave warden makes three attacks with its twinblade. If it has a second twinblade drawn, it can make one additional attack with its twinblade.

Warden Twinblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Cathedral Knight

Large humanoid (hollow), lawful evil

Armor Class 20 (plate, shield)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	9 (-1)	16 (+3)	10 (+0)

Saving Throws Str +7, Wis +6
Skills Athletics +7, Perception +6, Religion +2
Damage Vulnerabilities lightning
Senses passive Perception 16
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The knight makes two melee attacks.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Heal (Recharge 5-6). The knight regains 30 hit points.

Bonus Actions

Blessed Weapon (Recharge 6). The knight blesses its mace with divine power for 1 minute. While blessed, the knight's mace deals an additional 7 (2d6) radiant damage.

Variant: Greatsword Cathedral Knight

Some cathedral knights weild enourmous greatswords in place of a shield and mace. Such knights use the **cathedral knight** statblock with the following changes:

- Its AC becomes 18 (plate)
- It loses the **Blessed Weapon** bonus action.
- It loses access to the **Mace** Attack, and gains access to the **Greatsword** attack.
  Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

DEVOUT OF THE DEEP

Medium humanoid (hollow), lawful evil

Armor Class 11 (padded)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	12 (+1)	17 (+3)	10 (+0)

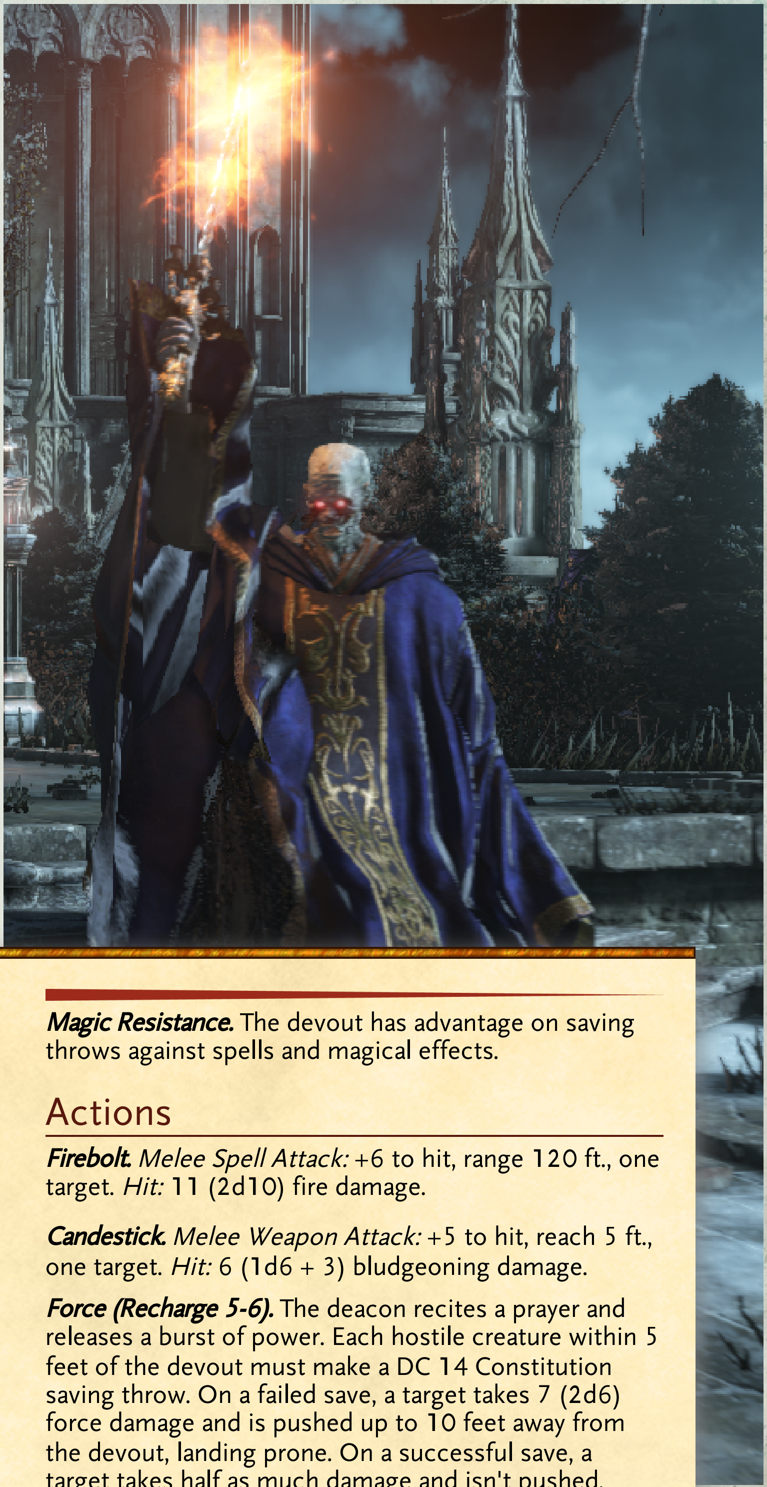
Saving Throws Int +3, Wis +5
Skills Perception +5, Religion +3
Damage Resistances necrotic, poison
Senses darkvision 60 ft., passive Perception 15
Languages Common, Deep Speech
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Magic Resistance. The devout has advantage on saving throws against spells and magical effects.

Actions

Firebolt. *Melee Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Candestick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.



FAT DEVOUT OF THE DEEP

Medium humanoid (hollow), lawful evil

Armor Class 10 (padded)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	15 (+2)	13 (+2)	18 (+4)	10 (+0)

Saving Throws Int +3, Wis +5
Skills Perception +6, Religion +3
Damage Resistances necrotic, poison
Senses passive Perception 16
Languages Common, Deep Speech
Challenge 1 (200 XP) **Proficiency Bonus** +2

Magic Resistance. The devout has advantage on saving throws against spells and magical effects.

Actions

Firebolt. *Melee Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Candestick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Force (Recharge 5-6). The deacon recites a prayer and releases a burst of power. Each hostile creature within 5 feet of the devout must make a DC 14 Constitution saving throw. On a failed save, a target takes 7 (2d6) force damage and is pushed up to 10 feet away from the devout, landing prone. On a successful save, a target takes half as much damage and isn't pushed.

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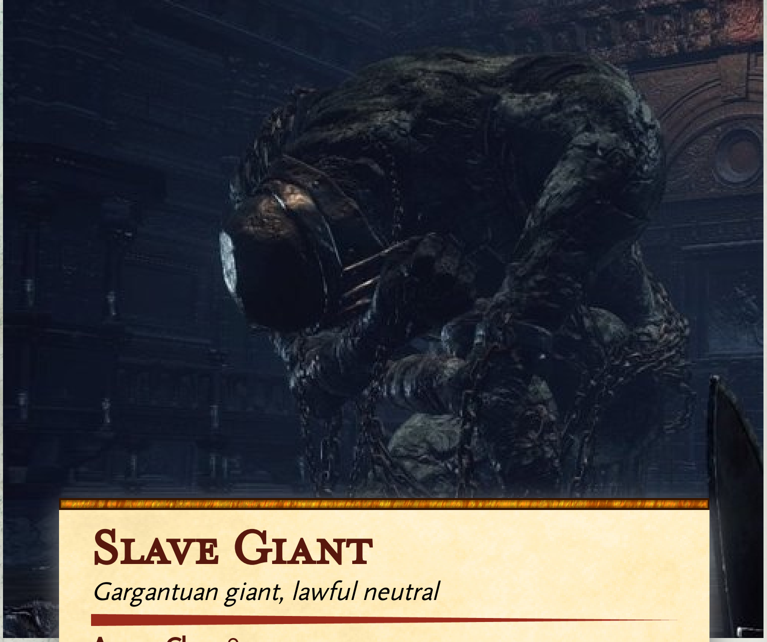


Slave Giant

Gargantuan giant, lawful neutral

Armor Class 9
Hit Points 115 (7d20 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	5 (-3)	10 (+0)	(-3)

Damage Resistances fire, lightning, necrotic
Damage Immunities cold, poison
Condition Immunities poisoned
Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The giant has advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Splash. The giant splashes diseased water at a creature within 100 feet of it. The target must succeed on a DC 10 Dexterity saving throw or be covered in the water. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or become infected with sewer plague (see DMG, pg. 257).

Variant: Lesser Slave Giant

In Irithyll, slave giants can be found of a much smaller size than their cathedral-trapped kin. They use the **slave giant** statblock with the following changes:

- It is Huge.
- It has 87 (7d12 + 42) hit points.
- Its Slam attack has a reach of 10 ft. and deals 18 (3d6 + 8) bludgeoning damage on a hit.
- It loses access to the Splash action.

Deep Accursed

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+6)	16 (+3)	18 (+4)	2 (-4)	12 (+1)	13 (+1)

Skills Stealth +6
Damage Vulnerabilities cold, fire
Condition Immunities charmed, petrified
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

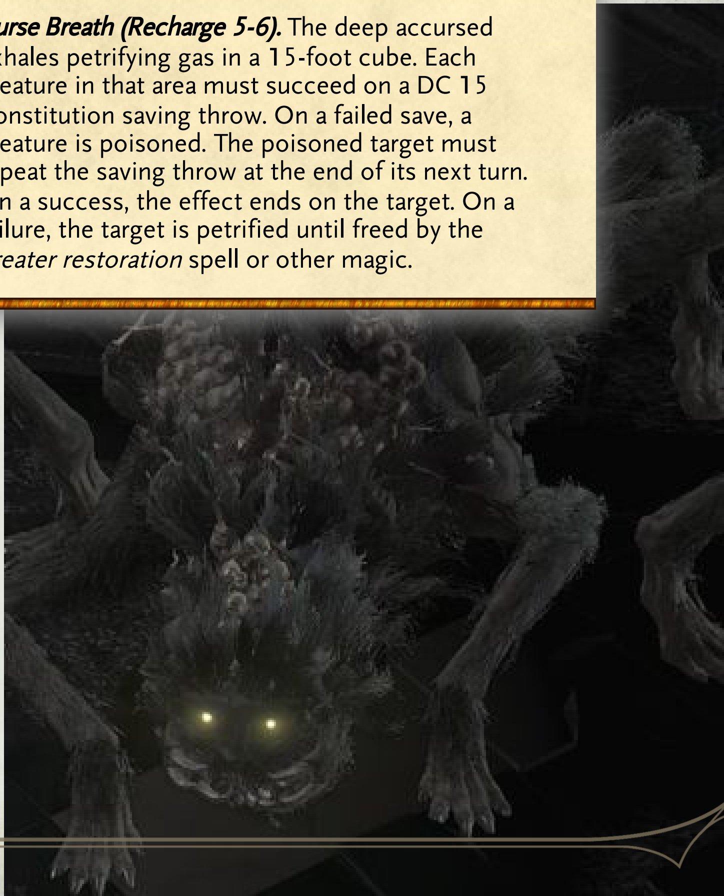
Spider Climb. The deep accursed can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. The deep accursed's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 15 (3d6 + 5) , and the target must succeed on a DC 15 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

Curse Breath (Recharge 5-6). The deep accursed exhales petrifying gas in a 15-foot cube. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, a creature is poisoned. The poisoned target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.



Man-Grub

Medium aberration, lawful neutral

Armor Class 10 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Damage Vulnerabilities piercing
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Spider Climb. The man-grub can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

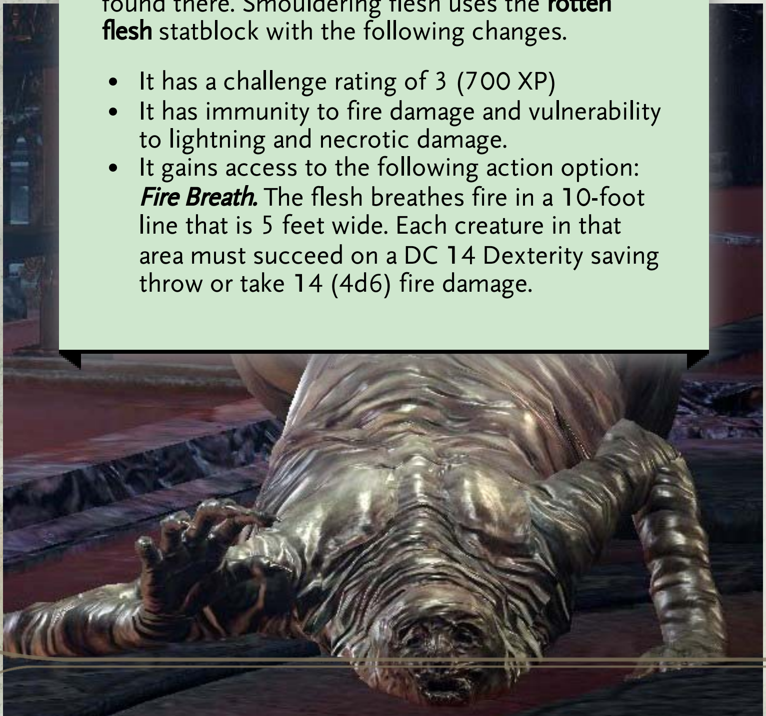
Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

Puke Leeches (Recharge 5-6). The man-grub vomits leeches at a creature within 10 feet of it. The target must succeed on a DC 12 Dexterity saving throw or be covered in leeches. While these leeches cover them, a creature loses 9 (2d8) hit points at the start of each of its turns due to blood loss. A creature can scrape the leches off as an action. The leeches also fall off if the creature takes fire damage or holds a lit torch. Constructs and undead are immune to these leeches.

Variant: Smouldering Flesh

In the Smouldering Lake exist blobs of flesh that have adapted to the flames and demonic power found there. Smouldering flesh uses the **rotten flesh** statblock with the following changes.

- It has a challenge rating of 3 (700 XP)
- It has immunity to fire damage and vulnerability to lightning and necrotic damage.
- It gains access to the following action option: ***Fire Breath.*** The flesh breathes fire in a 10-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) fire damage.



Rotten Flesh

Medium aberration, chaotic evil

Armor Class 8
Hit Points 59 (7d8 + 28)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Skills Perception +0, Stealth +0
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing damage
Damage Immunities cold, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amorphous. The rotten flesh can occupy another creature's space.

Magic Resistance. The rotten flesh has advantage on saving throws against spells and other magical effects.

Spider Climb. The rotten flesh can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Thrust. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Drop. *Melee Weapon Attack:* +5 to hit, one creature directly underneath the rotten flesh. *Hit:* 14 (4d6) acid damage, and the target is grappled (escape DC 13). While grappled in this way, the target is restrained and the rotten flesh can't move or take actions. If the target is still grappled at the end of its next turn, it takes 14 (4d6) acid damage and the grapple ends.

Variant: Man-Grub Caster

Some man-grubs weild a magical staff that enables them to send out divine projectiles. These man-grubs gain access to the following action option:

Divine Bident. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 14 (4d6) radiant damage.

DEACONS OF THE DEEP

After Aldrich left for the Boreal valley, Archdeacon Royce remained in the cathedral with the high priests, to keep eternal watch over their master's coffin.

This boss fight is a mob. As the party enters the area, 6 *devouts* and 6 *fat devouts* spawn in, one of whom is glowing with a red aura. If the glowing enemy is killed, the aura flies to the roof, before flying back down and possessing one enemy (either a *devout* or *fat devout*) immediately.

After 4 of the glowing enemies are killed, the aura disappears, and 5 more enemies are summoned in front of the main altar: 4 elite *fat devouts* with 80 hit points and *archdeacon Royce.*

On initiative count 20 (losing initiative ties), 1d4 more enemies are summoned, either *devouts* or *fat devouts.*

When *Archdeacon Royce* is reduced to 0 hit points, he is killed, all remaining *devouts* and *fat devouts* that spawned as part of this battle die, and no more are summoned. **Award a party 5,900 XP for defeating this boss.**

ARCHDEACON ROYCE

Medium humanoid (hollow), lawful evil

Armor Class 11 (padded)
Hit Points 132 (24d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	12 (+1)	21 (+5)	10 (+0)

Saving Throws Int +3, Wis +7
Skills Perception +7, Religion +3
Damage Resistances necrotic, poison
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Common, Deep Speech
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

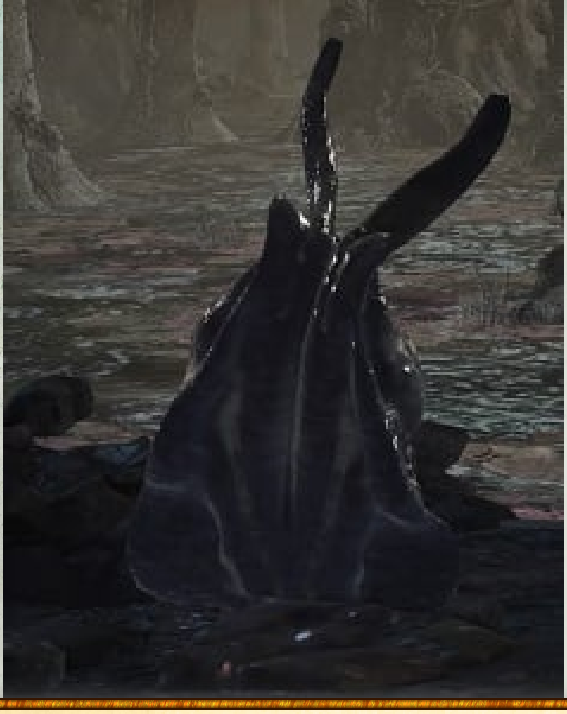
Magic Resistance. The devout has advantage on saving throws against spells and magical effects.

Actions

Large Candestick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Blast of Dark (Takes 2 Actions). Working with 2 of the elite **fat devouts** who must remain within 10 feet of Royce, he creates a large ball of darkness, which they then fling at a creature of their choice within 150 feet. The target gains no benefit from cover. The target must make a DC 15 Dexterity saving throw, taking 37 (7d10) necrotic damage on a failed save, or half as much damage on a successful save.

Petrifying Aura (Takes 3 Actions). Working with 3 of the elite **fat devouts** who must remain within 10 feet of Royce, he generates a field of petrification. Each creature within 120 feet of Royce must make a DC 15 Constitution saving throw. On a failure, they are restrained as they begin turning to stone. At the end of their next turn, a creature must reattempt the saving throw. On a failure, they are petrified. On a success, the effect ends.



Rotten Slug

Small beast, unaligned

Armor Class 9 (natural armor)
Hit Points 104(1d4 + 5)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	5 (-3)	15 (+2)	1 (-5)	10 (+0)	6 (-2)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned, prone
Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Natural Camouflage. The slug has advantage on Dexterity (Stealth) checks when in a swamp.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Poison Spit. The slug spews poison at a creature within 10 feet of it. The target must succeed on a DC 12 Constitution saving throw or take 6 (1d12) poison damage and be poisoned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Ghru

Large monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	9 (-1)

Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 6
Languages understands Common but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

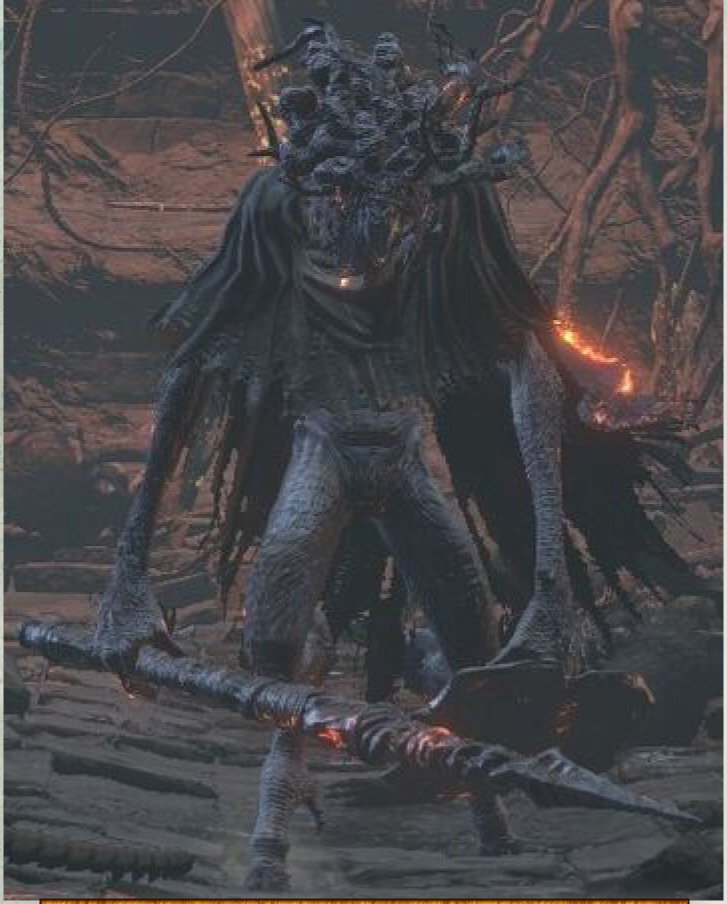
Actions

Multiattack. The Ghru makes two attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target takes 7 (2d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VARIANT: GHRU CONJURATOR

Remnants of the spellcasting helpers of the Undead Legion, these ghru can spew out clouds of poison. The conjurators use the **ghru** stat block with the following aciton option:
Poison Cloud (Recharge 4-6). The conjurator breathes a cloud of poison gas that fills a 15-foot cube and lasts until the end of its next turn. This area is heavily obscured, and each creature that starts its turn in the cloud or enters it for the first time on a turn must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ghru Spearman

Large monstrosity, lawful evil

Armor Class 15 (natural armor, rotten shield)
Hit Points 66 (7d10 + 28)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	8 (-2)	14 (+2)	9 (-1)

Skills
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Multiattack. The spearman makes two attacks.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target takes 7 (2d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghru Leaper

Large monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+1)	5 (-3)	12 (+1)	8 (+1)

Saving Throws Dex +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

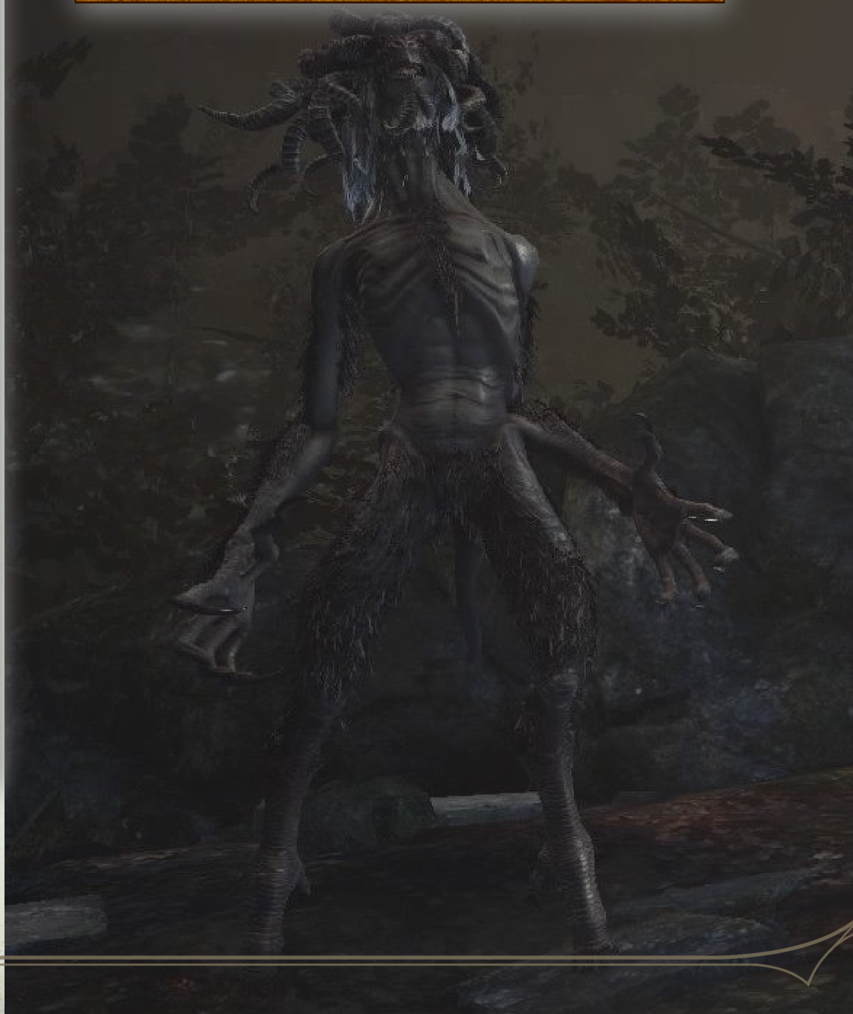
Standing Leap. The leaper's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

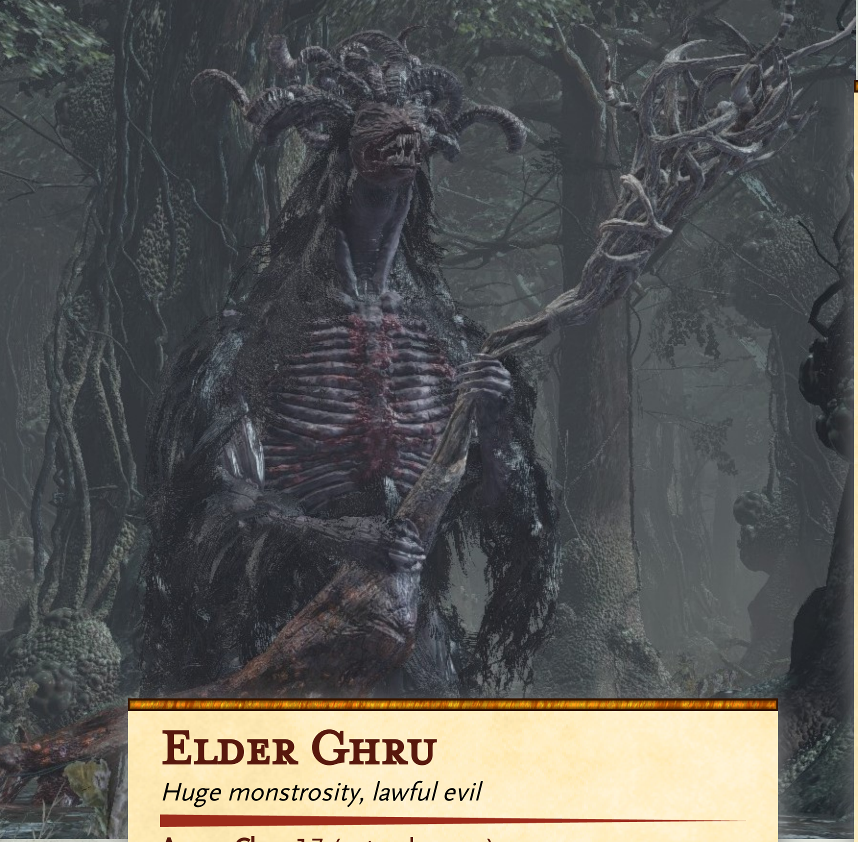
Actions

Multiattack. The leaper makes two claw attacks

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 12 (2d6 + 5) slashing damage.

Maul (Recharge 5-6). The Ghru attampts to savagely maul a Medium or smaller creature within 5 feet of it. The target must succeed on a DC 15 Dexterity saving throw or take 32 (5d10 + 5) slashing damage.





ELDER GHRU

Huge monstrosity, lawful evil

Armor Class 17 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	9 (-1)	19 (+4)	16 (+3)

Saving Throws Dex +3, Con +8, Cha +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Tree Club. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 7 (2d6) necrotic damage.

Dark Burst. The elder ghru releases a cloud of ethereal skulls from its tree club at a creature it can see within 60 feet of it. The target make a DC 15 Dexterity saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

Shockwave (Recharge 5-6). The elder ghru slams its tree club into the ground, before yanking it out to produce a shockwave. The elder ghru makes an attack with its tree club against a creature within reach. Hit or miss, the target and each creature other than the elder ghru within 30 feet of the target must make a DC 15 Constitution saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

BASILISK

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	2 (-4)	11 (+0)	8 (-1)

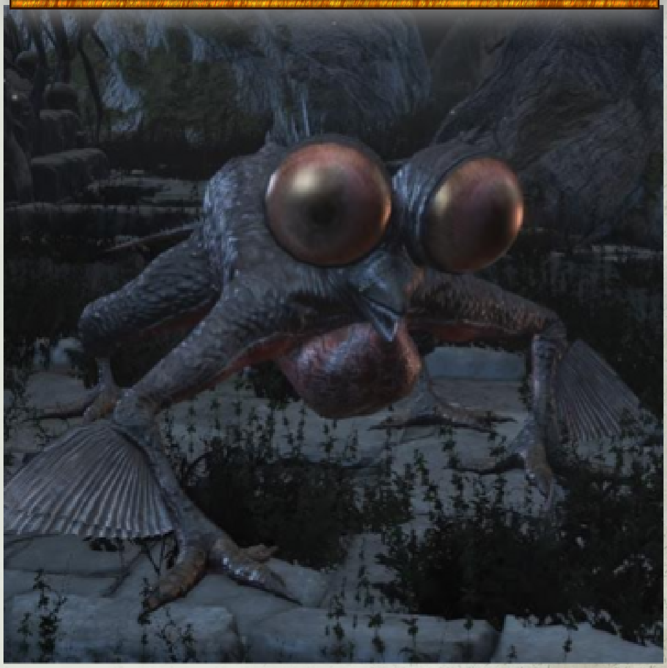
Damage Vulnerabilities cold, fire
Damae Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Standing Leap. The basilisk's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Fowl Appearance. While the creature remains motionless, it is indistinguishable from a normal chicken.

Actions

Petrifying Breath. The basilisk exhales petrifying gas in a 15-foot cube. Each creature in that area must succeed on a DC 12 Constitution saving throw. On a failed save, a target is poisoned. The poisoned target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.



STRAY DEMON

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	9 (-1)	12 (+1)	18 (+4)

Saving Throws Dex +4, Wis +5, Cha +8
Skills Athletics +10, History +3, Perception +5
Damage Vulnerabilities bludgeoning, necrotic
Damage Resistances fire, lightning
Damage immunities cold, poison
Condition Immunities charmed, frightened, poison
Senses passive Perception 18
Languages Abyssal
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Breakable Legs. If the stray demon takes more than 40 points of damage from a single creature on a turn, its legs crumble underneath it. The demon falls prone and can't stand up. This effect lasts until the stray demon finishes a short or long rest.

Actions

Multiattack. The stray demon makes two attacks: one with with its maul and one with its slam.

Maul. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Grab. The stray demon attempts to grab and squeeze a Medium or smaller creature within 5 feet of it. The target must make a DC 18 Dexterity saving throw. On a failed save, the target takes 39 (6d10 + 6) bludgeoning damage and is thrown up to 30 feet away from the stray demon, landing prone. On a successful save, the target takes half as much damage and isn't thrown.

Boulder Heave (Recharge 5-6). The stray demon spews chunks of rock in a 90-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a target takes 33 (6d10) bludgeoning damage and is pushed up to 10 feet away from the stray demon, landing prone. On a successful save, a target takes half as much damage and isn't pushed.

THE ABYSS WATCHERS

It is unknown whether one or all of the Abyss Watchers linked the fire. Perhaps they worked as a team to push back the darkness.

The battle against the Abyss Watchers has two distinct phases. In the first phase, alongside the Abyss Watcher are two other abyss watchers. Both use the statistics of the **abyss watcher**, but have 55 hit points and don't have legendary resistances or legendary actions. One of these is allied with the abyss watcher and hostile to the players; the other is hostile to the abyss watcher and friendly to the players. If either of these two are reduced to 0 hit points during this phase, they fall unconscious until the start of their next turn, when they regain 55 hit points.

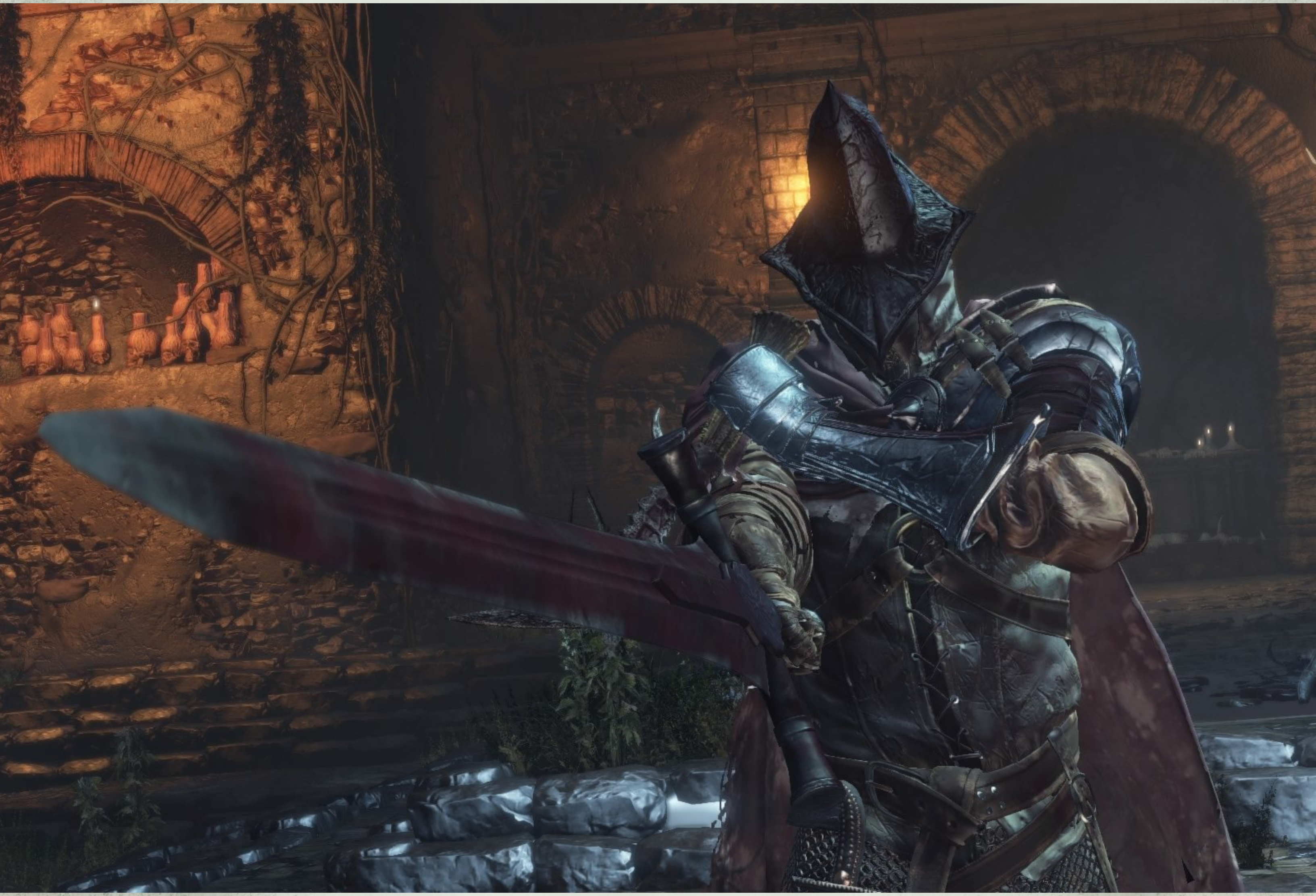
The second phase starts when the main abyss watcher is reduced to 0 hit points. The two additional abyss watchers die as the main abyss watcher activates its ***Mythic Trait***.

The Abyss Watchers as a Mythic Encounter

Read or paraphrase the following text when the abyss watcher uses its Lord of Cinder trait:

> The abyss watcher collapses amongst the bodies of its comrades, seemingly defeated. Suddenly, blood begins flowing through the air from the other corpses into the abyss watcher, whose blade ignites in flame as glowing embers coat its form. Using its greatsword for support, it rises to its feet once more, fixing its stance and ready to continue the fight as a true Lord of Cinder.

Fighting the abyss watchers as a mythic encounter is equivalent to taking on a CR 9 and a CR 10 in one encounter. Award a party 10,900 XP for defeating the abyss watcher after it uses Lord of Cinder.



ABYSS WATCHER

Medium undead (hollow), lawful neutral

Armor Class 16 (studded leather)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	17 (+3)	10 (+0)	16 (+3)	21 (+5)

Saving Throws Str +9, Dex +8, Wis +7
Skills Athletics +9, Acrobatics +8, Insight +7, Intimidation +9, Perception +7
Damage Vulnerabilities lightning
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If the abyss watcher fails a saving throw, it can choose to succeed instead.

Lord of Cinder (Mythic Trait; Recharges after a Short or Long Rest). If the abyss watcher is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the abyss watcher regains 97 hit points. Additionally, until its next rest, it gains resistance to fire damage, and its weapon attacks deal an additional 5 (2d4) fire damage (included in the attack).

Mighty Wielder. The abyss watcher can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Actions

Multiattack. The abyss watcher makes two attacks with its greatsword.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 5 (2d4) fire damage while its mythic trait is active.

Knife. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

Sliding Slash (Recharge 5-6). The abyss watcher dashes up to 30 feet along the ground, dragging its sword in a 5-foot-wide line. Each creature in this line must make a DC 17 Dexterity saving throw, taking 14 (4d6) slashing damage plus 5 (2d4) fire damage while its mythic trait is active, or half as much damage on a successful save.

Reactions

Parry. The abyss watcher adds 4 to its AC against one melee attack that would hit it. To do so, the abyss watcher must see the attacker and be wielding its knife.

Legendary Actions

The abyss watcher can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The abyss watcher regains spent legendary actions at the start of its turn.

Move. The abyss watcher moves up to half its speed without provoking opportunity attacks.
Attack. The abyss watcher makes one attack with its greatsword.
Command Ally (Costs 2 Actions). The abyss watcher targets one ally it can see within 30 feet of it. If the target can see and hear the abyss watcher, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
Knife Flourish (Costs 2 Actions). The abyss watcher makes three knife attacks against one target.

Mythic Actions

If the abyss watcher's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Lord of Cinder.

Fiery Burst (Costs 2 Actions). The abyss watcher slams its greatsword onto a point within 5 feet of it. Each creature other than the abyss watcher within 5 feet of that point must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.
Lunging Attack (Costs 2 Actions). The abyss watcher leaps up to 20 feet without provoking opportunity attacks before making an attack with its greatsword with advantage on the attack roll.

Gravewarden Skeleton

Large undead, lawful evil

Armor Class 17 (armor scraps, shield)
Hit Points 82 (11d10 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	15 (+2)	7 (-2)	9 (-1)	5 (-3)

Saving Throws Str +7, Dex +7
Damage Vulnerabilites bludgeoning
Damage Resistances fire, lightning, necrotic, piercing
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the gravewarden hits with it (included in the attack).

Actions

Multiattack. The gravewarden makes two attacks.

Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Milkring Movement. The gravewarden turns invisible and moves up to its movement. This invisibility lasts until the end of this movement.

Reactions

Milkring Dodge. If an attack misses the gravewarden, it turns invisible until the start of its next turn.

Variant Gravewarden Skeleton

Some gravewardens focus on raw damage over defense, reflecting the Carthus drive for victory at any cost. Such gravewardens use the **gravewarden skeleton** statblock with the following changes:

- Its AC becomes 15 (armor scraps)
- It wields a carthus curved greatsword instead of a carthus curved sword.
  Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) slashing damage.
- It gains the following action:
  Spin Slash (Recharge 5-6). The gravewarden spins, swinging its blade in an arc around it. Every creature within 5 feet of the gravewarden must succeed on a DC 15 Dexterity saving throw or take 21 (5d6 + 4) slashing damage.

Carthus Skeleton

Medium undead, lawful evil

Armor Class 15 (shield)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	7 (-2)	9 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Resistances fire, lightning, necrotic, piercing
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The skeleton makes two melee attacks.

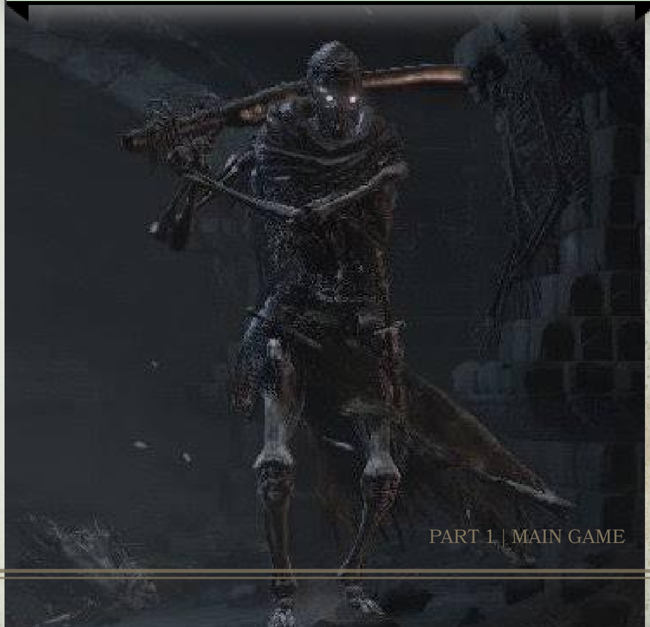
Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

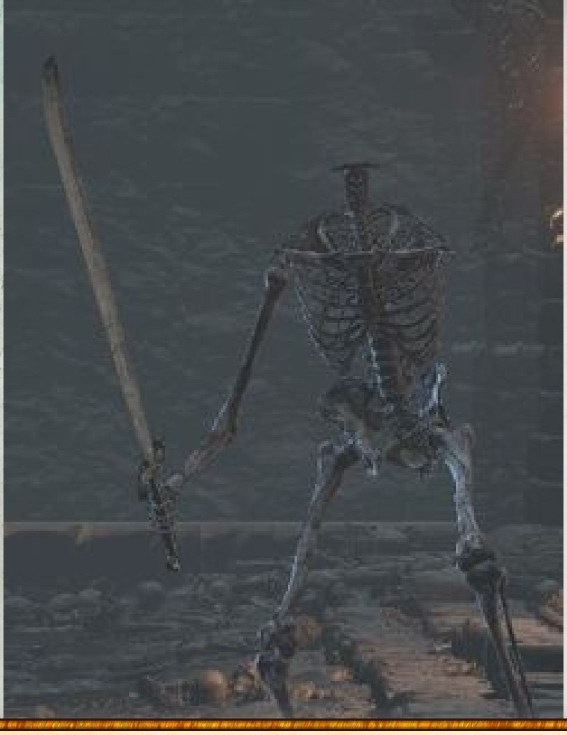
Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Variant Carthus Skeleton

Some carthus skeletons are filled with a deathly will to resist death. These skeleton's eyes glow white and they have the following feature:

- It has a challenge rating of 2 (450 XP).
- ***White Eyes (Recharges After a Short or Long Rest).*** If the skeleton is reduced to 0 hit points by damage that is not radiant, it falls unconscious and is stabilised. In this state, it is indistuigishable from a dead skeleton. At the start of its next turn, it regains full hit points.





HEADLESS SKELETON

Medium undead, lawful evil

Armor Class 13
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilites bludgeoning
Damage Resistances fire, lightning, necrotic, piercing
Damage Immunities cold, poison
Condition Immunities blinded, deafened, exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Standing Leap. The skeleton's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The skeleton makes two attacks.

Falchion. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Reactions

Parry. The skeleton adds 2 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker and be wielding a melee weapon.

BONEWHEEL SKELETON

Medium undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

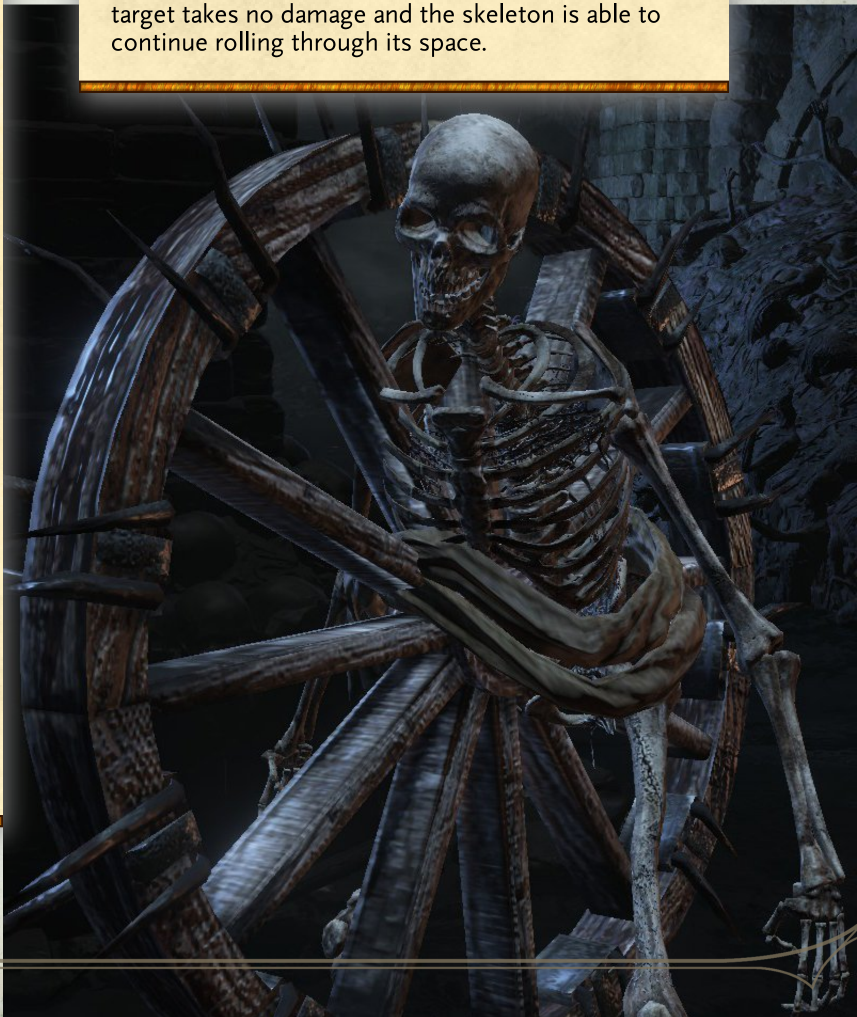
Damage Vulnerabilities bludgeoning
Damage Resistances fire, lightning, necrotic, piercing
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The skeleton makes two slam attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Roll. The skeleton rolls up to 60 feet in a straight line, ignoring difficult terrain. If a creature is in the skeletons path, the creature must make a DC 14 Dexterity saving throw. On a failed save, the target takes 11 (2d6 + 4) slashing damage for every 10 feet the skeleton has rolled and is knocked prone, and the skeleton stops rolling. On a successful save, the target takes no damage and the skeleton is able to continue rolling through its space.



CARTHUS SWORDSMAN SKELETON

Medium undead, lawful evil

Armor Class 18
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	15 (+2)	7 (-2)	16 (+3)	5 (-3)

Saving Throws Str +7, Dex +8
Damage Vulnerabilites bludgeoning
Damage Resistances fire, lightning, necrotic, piercing
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands all languages it knew in life but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Evasion. If the skeleton is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Standing Leap. The skeleton's long jump is up to 30 feet, and its high jump up to 15 feet, with or without a run up.

Unarmored Defense. While the skeleton isn't wearing armor or wielding a shield it adds its Wisdom modifier to its AC (included in its AC).

Actions

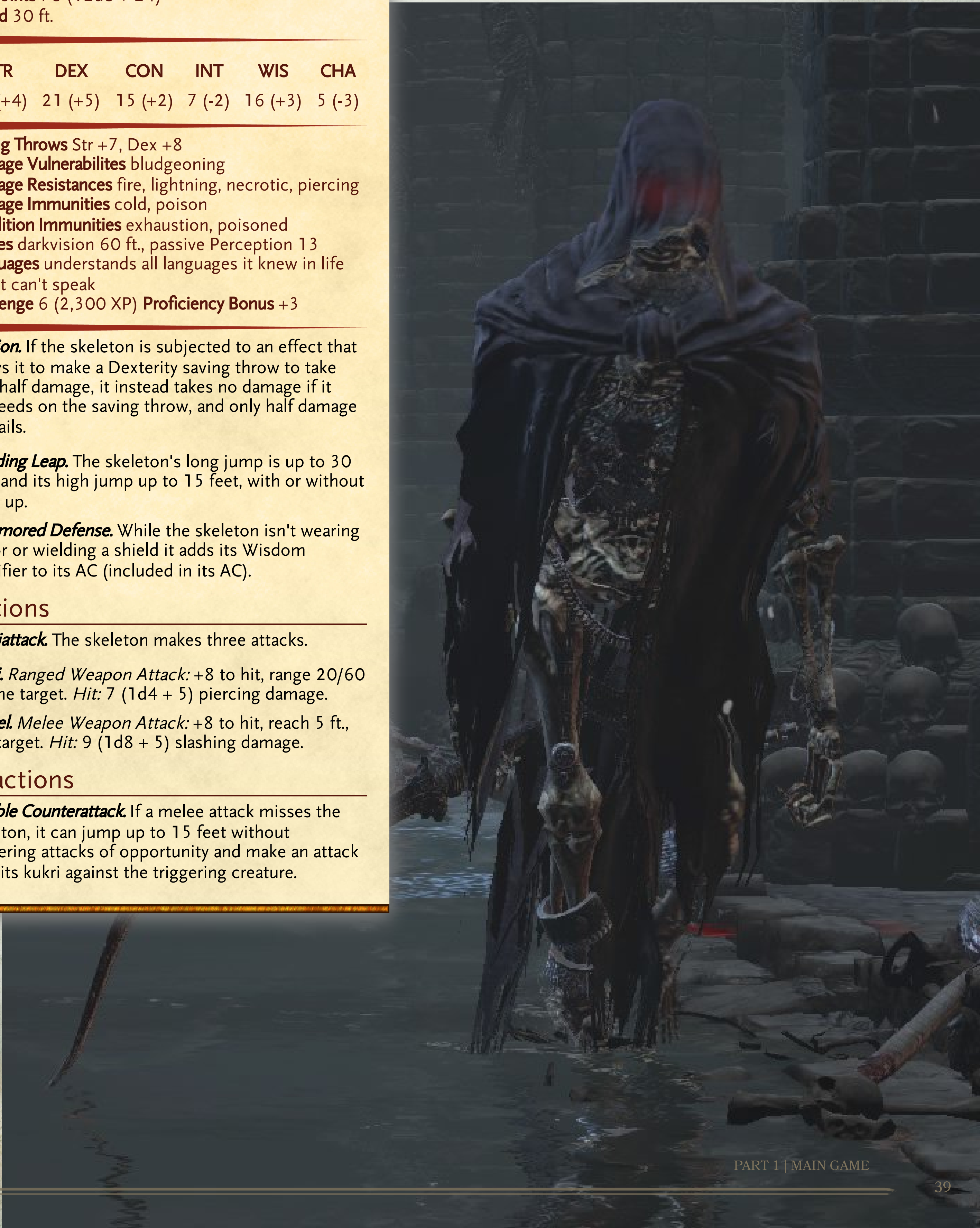
Multiattack. The skeleton makes three attacks.

Kukri. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Shotel. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Reactions

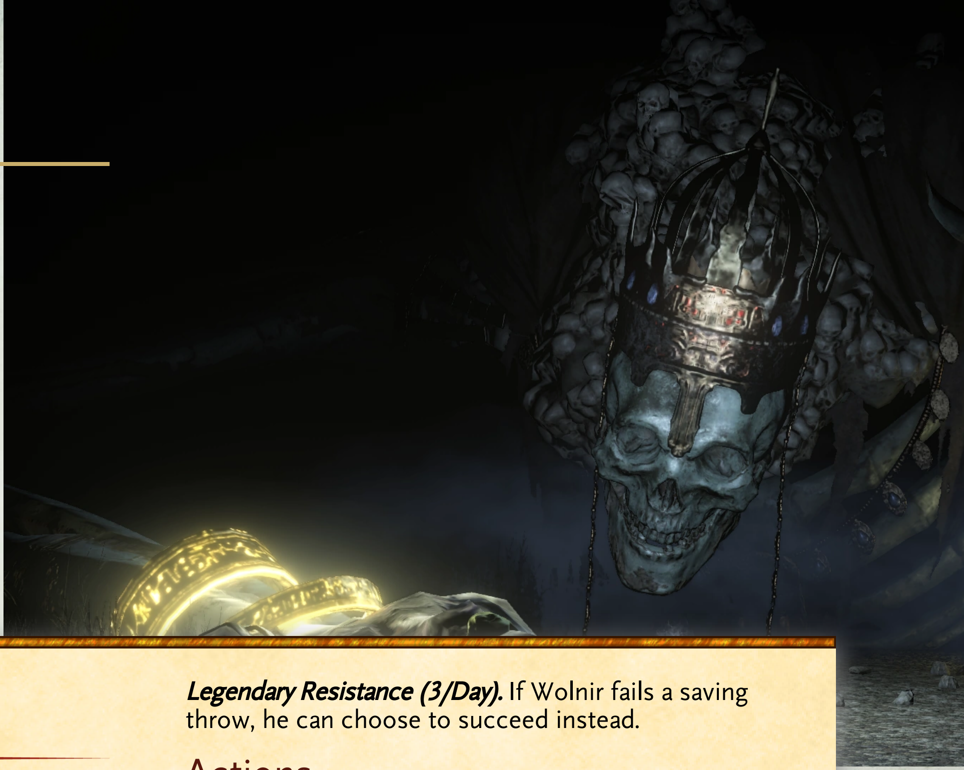
Nimble Counterattack. If a melee attack misses the skeleton, it can jump up to 15 feet without triggering attacks of opportunity and make an attack with its kukri against the triggering creature.



HIGH LORD WOLNIR

Once upon a time, each of the rightful lords of Carthus were bestowed crowns judiciously, until Wolnir brought them all to their knees, and conquered most kingdoms known to their people. Thus, the crowns of Carthus became one, and Wolnir the one High Lord.

Wolnir eventually succumbed to the Abyss, and in falling, was gripped by a fear of true darkness; so he pleaded to the gods for the first time. He found some semblance of comfort from a holy sword and three armlets stripped from the corpses of clerics. Wolnir sentenced countless souls to gruesome deaths, keen to outlive them all.



HIGH LORD WOLNIR

Gargantuan undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 210 (12d20 + 84)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	25 (+7)	15 (+2)	13 (+1)	22 (+6)

Saving Throws Dex +4, Wis +6
Skills Intimidation +11
Damage Vulnerabilities bludgeoning
Damage Resistances fire, lightning, necrotic, piercing
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages understands Common but can't speak
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Annihilating Aura. Any creature that starts its turn in Wolnir's space or enters his space for the first time on its turn takes 21 (6d6) necrotic damage. Undead are immune to this aura.

Blessed Armlets. Wolnir wears 3 golden armlets, two on his left arm and one on his right. When a creature targets Wolnir with an attack, they can instead target an armlet. The armlets are objects with AC 17, vulnerability to bludgeoning damage, immunity to poison and psychic damage, and 40 hit points, and the attack against them is made at disadvantage. If Wolnir is subjected to a spell that deals damage in an area, any armlets in that area takes the same damage as Wolnir (before resistances).
When an armlet is reduced to 0 hit points, it shatters, and Wolnir is stunned until the start of his next turn.
If all three armlets are shattered, Wolnir is instantly transported to the Negative Energy Plane, where he is destroyed.

Legendary Resistance (3/Day). If Wolnir fails a saving throw, he can choose to succeed instead.

Actions

Holy Sword. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) magical slashing damge plus 14 (4d6) radiant damage.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Breath of the Grave (Recharge 6). Wolnir exhales a deadly dark cloud in a 60-foot cone. Each creature in this area must make a DC 20 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

Radiant Blast (Must Be Wielding Holy Sword). Wolnir raises his holy sword before slamming it point-first into the ground, banishing the sword in a blast of radiant energy. Each creature within 30 feet of Wolnir must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 35 (10d6) radiant damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

Legendary Actions

Wolnir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Wolnir regains spent legendary actions at the start of his turn.

Move. Wolnir moves up to his speed.
Conjure Blade (Costs 2 Actions). Wolnir magically summons his Holy Sword to his hands.
Summon Undead (Costs 3 Actions). Up to 5 carthus skeletons appear in unoccupied spaces within 30 feet of Wolnor and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. Wolnir can have up to 5 skeletons summoned by this ability at a time.

CARTHUS SANDWORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 429 (26d20 + 156)
Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Damage Vulnerabilities fire, force, necrotic, piercing
Damage Resistances lightning
Damage Immunities cold, poison
Condition Immunities charmed, poisoned
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 11
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Tunneler. The sandworm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Charge. The sandworm moves up to 50 feet. While moving in this way, it can move through other creature's space without being slowed. Each creature whose space it moves through must succeed on a DC 21 Dexterity saving throw or take 26 (5d6 + 9) bludgeoning damage.

Lightning Breath (Recharge 5-6). The Sandworm breathes lightning in a 90-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

HORACE THE HUSHED

Medium humanoid (hollow), chaotic evil

Armor Class 20 (plate, shield)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Str +9, Dex +5, Wis +4
Skills Athletics +9
Condition Immunities charmed, frightened
Senses passive Perception 10
Languages understands Common but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If Horace fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Horace makes three attacks.

Horace's Halberd. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Reactions

Parry. Horace adds 4 to his AC against one melee attack that would hit him. To do so, Horace must see the attacker and be wielding his shield.

Bonus Actions

Shield Master. Horace doffs or dons his shield.

Legendary Actions

Horace can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Horace regains spent legendary actions at the start of his turn.

Attack. Horace makes one attack with his halberd.
Move. Horace moves up to half his speed.

DEMON STATUE

Medium contruct, unaligned

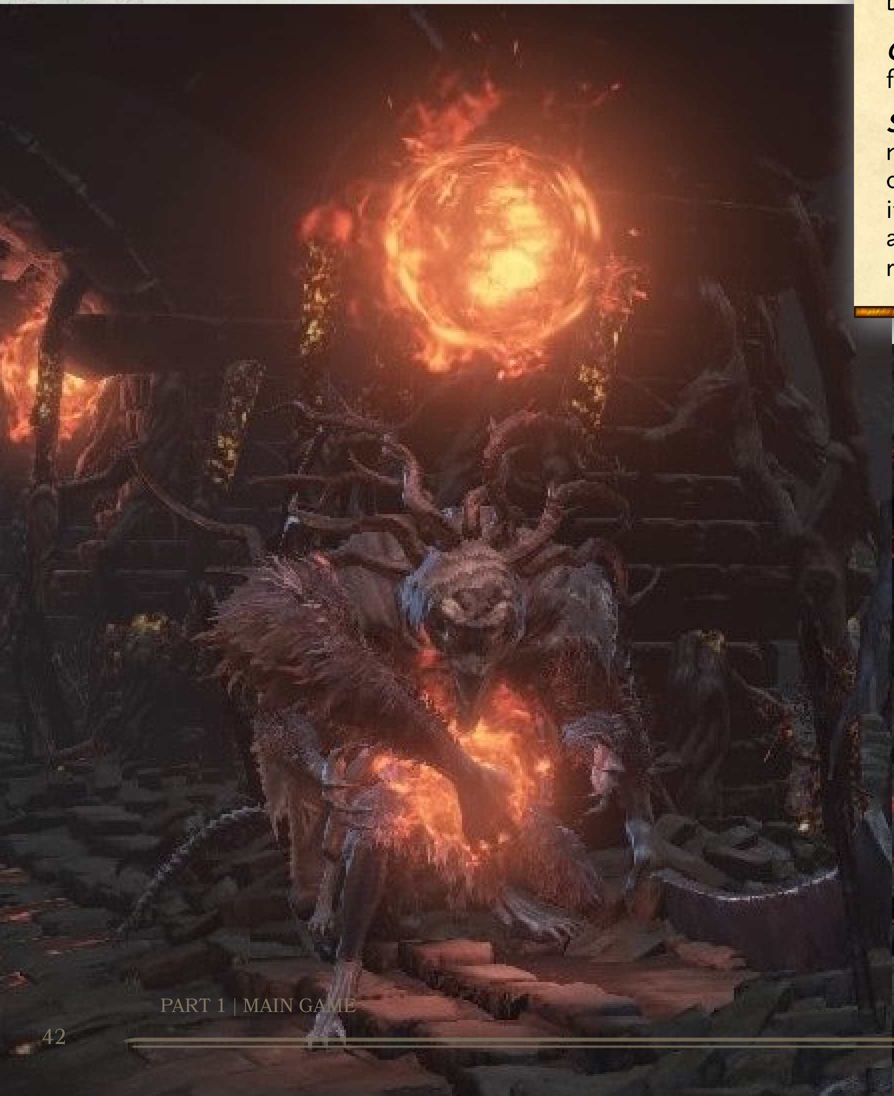
Armor Class 17 (natural armor)
Hit Points 38 (4d8 + 20)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	21 (+5)	8 (-1)	8 (-1)	6 (-2)

Damage Resistances fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities poisoned, stunned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Fire Breath. The statue breathes fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.



SMOULDERING GHRU

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	15 (+2)	14 (+2)	23 (+6)

Saving Throws Wis +5
Skills Perception +5, Religion +5
Damage Vulnerabilities lightning, necrotic
Damage Resistances cold, fire
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

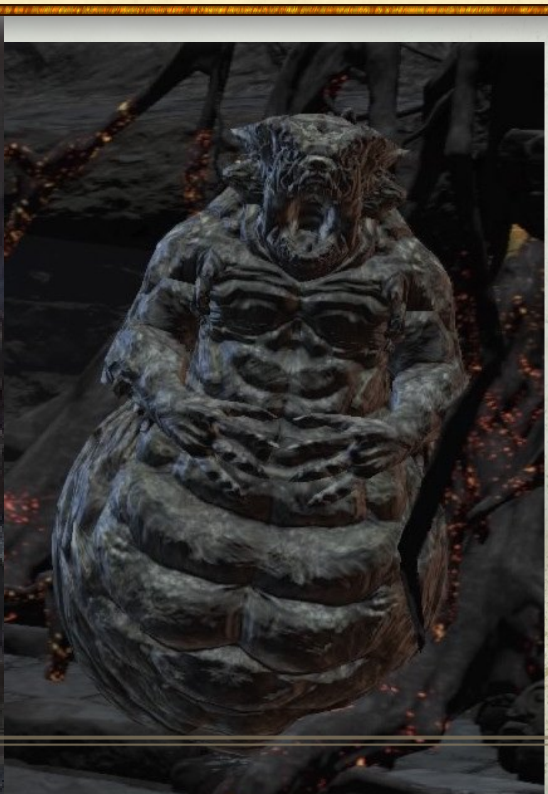
Innate Spellcasting. The ghru can innately cast *burning hands* at will. Its innate spellcasting ability is Charisma (save DC 17).

Actions

Machete. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 18 (2d12 + 5) slashing damage. If the target is a Medium or smaller creature, they must succeed on a DC 16 Strength saving throw or be knocked prone.

Chaos Orb. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 21 (6d6) fire damage.

Summon Flame Orb (Recharge 4-6). The ghru magically creates a floating orb, born from the fires of Chaos. The orb uses the **flame orb** statblock, rolls its own initiative, and is under the ghru's control (no action required). The flame orb lasts until it is reduced to 0 hit points, or the ghru dies.



FLAME ORB

Small elemental, unaligned

Armor Class 13
Hit Points 45 (10d6 + 10)
Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	1 (-5)	17 (+3)	3 (-4)

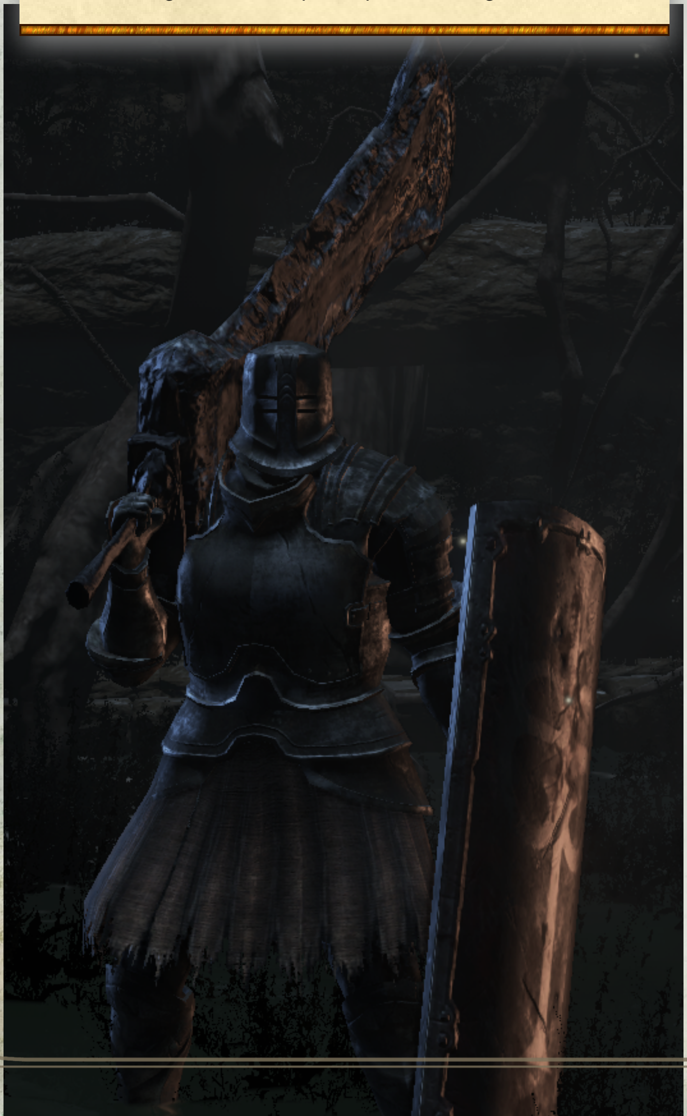
Damage Immunities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious
Senses blindsight 60 ft., passive Perception 13
Languages understands all the languages of its creator but can't speak

Summoned Power. The fire orb gains a bonus to attack rolls equal to the spellcasting ability modifier of the creature who summoned it (included in the attack).

Actions

Multiattack. The fire orb uses Firebolt three times.

Firebolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.



KNIGHT SLAYER TSORIG

Medium humanoid (human), chaotic evil

Armor Class 20 (plate, shield)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Dex +4
Skills Athletics +9, Perception +4
Condition Immunities charmed, frightened
Senses passive Perception 14
Languages Common
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If Tsorig fails a saving throw, he can choose to succeed instead.

Mighty Wielder. Tsorig can wield a two-handed melee weapon in one hand and make attacks with it one-handed. If the attack is made with a weapon sized for a Large creature (such as the Fume Ultra Greatsword), the one-handed attack is made at disadvantage.

Outsize Strength. Tsorig can use weapons sized for Large creatures with two hands without disadvantage.

Actions

Multiattack. Tsorig makes two attacks.

Fume Ultra Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Legendary Actions

Tsorig can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Tsorig regains spent legendary actions at the start of his turn.

Detect. Tsorig makes a Wisdom (Perception) check.
Weapon Attack (Costs 2 Actions). Tsorig makes a weapon attack.

OLD DEMON KING

The shriveled Old Demon King is now like a clump of burnt ash, but he is the last living witness of the Chaos of Izalith.

OLD DEMON KING

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	18 (+4)	13 (+1)	16 (+3)	19 (+4)

Saving Throws Con +9, Wis +8, Cha +9
Skills History +6
Damage Vulnerabilities necrotic
Damage Resistances fire, poison
Damage Immunities cold
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Final Flame (Recharges after a Short or Long Rest). If the Old Demon King is reduced to less than 30 hit points, he expends the last of his inner flame in an explosion of fire. Each creature within 20 feet of the old demon king must make a DC 17 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. After using this feature, the Old Demon King is incapacitated, prone, and has speed of 0. These effects last until the end of his next short or long rest.

Legendary Resistance (3/Day). If the Old Demon King fails a saving throw, he can choose to succeed instead.

Actions

Demon Greatclub. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) magical bludgeoning damage plus 3 (1d6) fire damage, plus 3 (1d6) fire damage if the Old Demon King has less than half of its total hit points remaining.

Combustion. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage.

Meteor Storm (Recharge 5-6; Must Be Below Half Hit Points). The Old Demon King waves his axe high, summoning large meteors that rain down on a point within 120 feet of him that he can see. Each creature within 30 feet of that point must make a DC 17 Dexterity saving throw, taking 18 (4d8) bludgeoning damage and 18 (4d8) fire damage on a failed save, or half as much damage on a succesdful one.

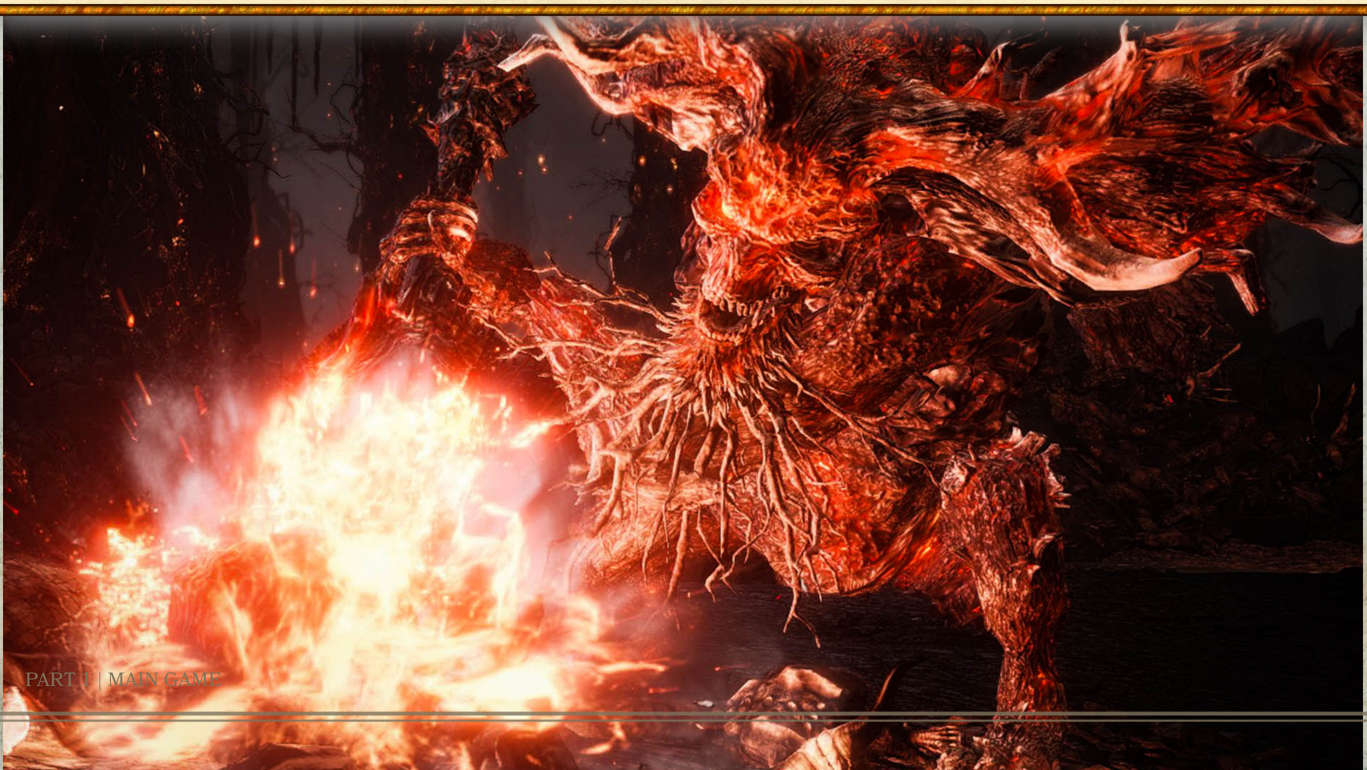
Legendary Actions

The Old Demon King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Old Demon King regains spent legendary actions at the start of his turn.

Combustion. The Old Demon King uses Combustion.

Ring of Fire. A ring of flames extends along the ground from the Old Demon King before contracting back towards him. Each creature on the ground within 45 feet of the Old Demon King must succeed on a DC 17 Dexterity saving throw or take 5 (1d10) fire damage.

Fire Breath (Costs 2 Actions). The Old Demon King breathes fire in a 45-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 10 (3d6) fire damage.



Sulyvahn's Beast

Huge monstrosity, lawful evil

Armor Class 17 (natural armor)
Hit Points 276 (24d12 + 120)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +6, Con +9, Wis +6
Damage Vulnerabilities cold, fire, poison
Condition Immunities charmed
Senses passive Perception 12
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

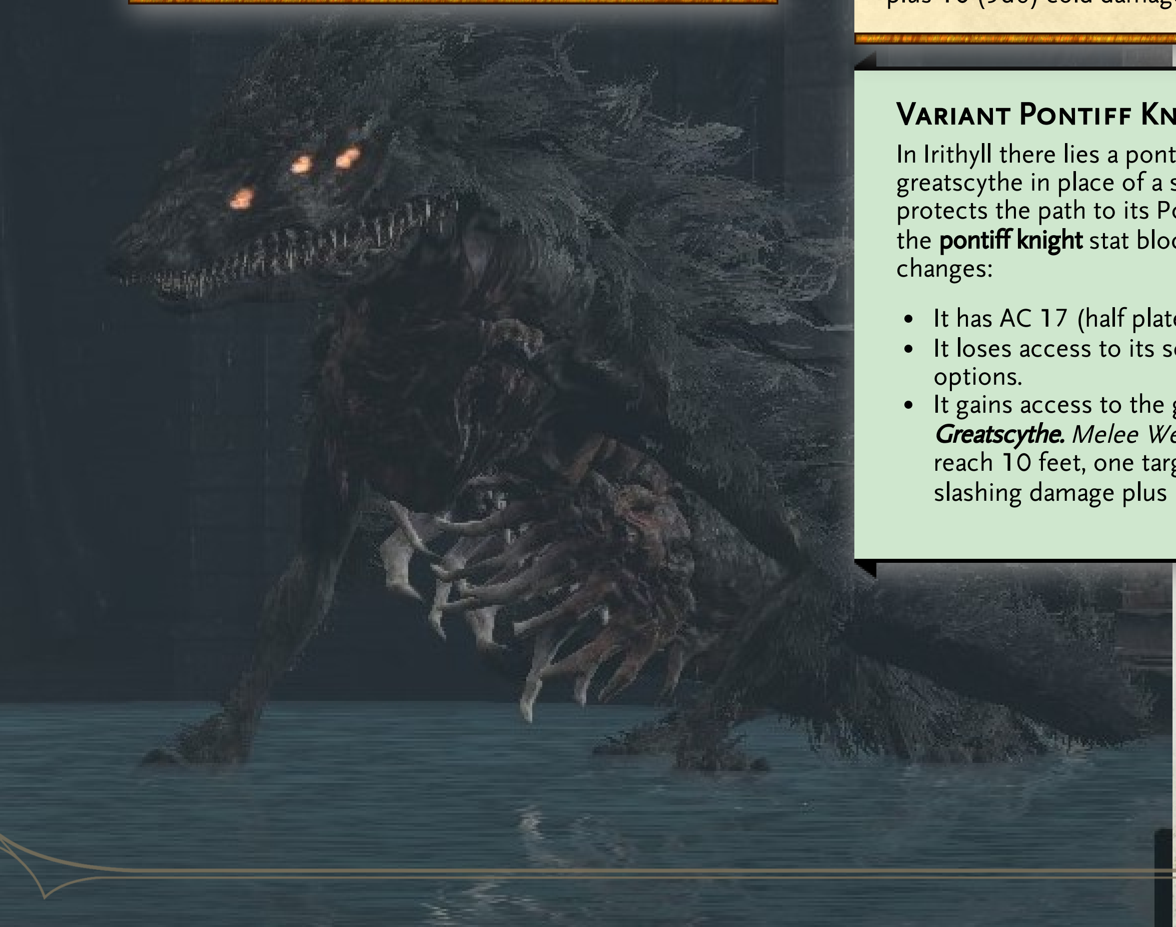
Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a bite attack immediately after that movement on the same turn, the target takes an extra 19 (3d12) piercing damage

Actions

Multiattack. The beast makes two bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage.

Lightning Breath (Recharge 5-6). The beast exhales lightning on the ground on a point within 5 feet of it. Each creature other than the beast within 30 feet of that point must make a DC 17 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.



Pontiff Knight

Medium humanoid (hollow), lawful evil

Armor Class 19 (half plate, shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +8, Int +4, Wis +6
Skills Athletics +7, Religion +4
Damage Vulnerabilities fire, necrotic
Damage Resistances cold
Condition Immunities charmed, frightened
Senses passive Perception 13
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The knight makes three melee attacks. It can replace on of these attacks with a use of its Spin.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 3 (1d6) cold damage.

Deep Soul. *Ranged Spell Attack:* +7 to hit, range 120 feet, one target. *Hit:* 18 (4d8) necrotic damage.

Spin (Recharge 4-6). The knight generates a spectral blade of frigid energy around its sword, extending its reach as it spins once. Each creature within 10 feet of the knight must succeed on a DC 16 Dexterity saving throw or take 8 (1d6 + 6) slashing damage plus 10 (3d6) cold damage.

VARIANT PONTIFF KNIGHT

In Irithyll there lies a pontiff knight who wields a greatscythe in place of a shield and scimitar as it protects the path to its Pontiff. This variant uses the **pontiff knight** stat block with the following changes:

- It has AC 17 (half plate)
- It loses access to its scimitar and Spin action options.
- It gains access to the greatscythe action option: ***Greatscythe.*** *Melee Weapon Attack:* +8 to hit, reach 10 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) cold damage.

IRITHYLL SLAVE

Medium humanoid (hollow), neutral evil

Armor Class 10
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	13 (+1)	10 (+0)	9 (-1)

Skills Stealth +4
Damage Vulnerabilities fire, poison
Damage Resistances cold, necrotic
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Limited Invisibility. The slave is invisible to creatures more than 5 feet away from it.

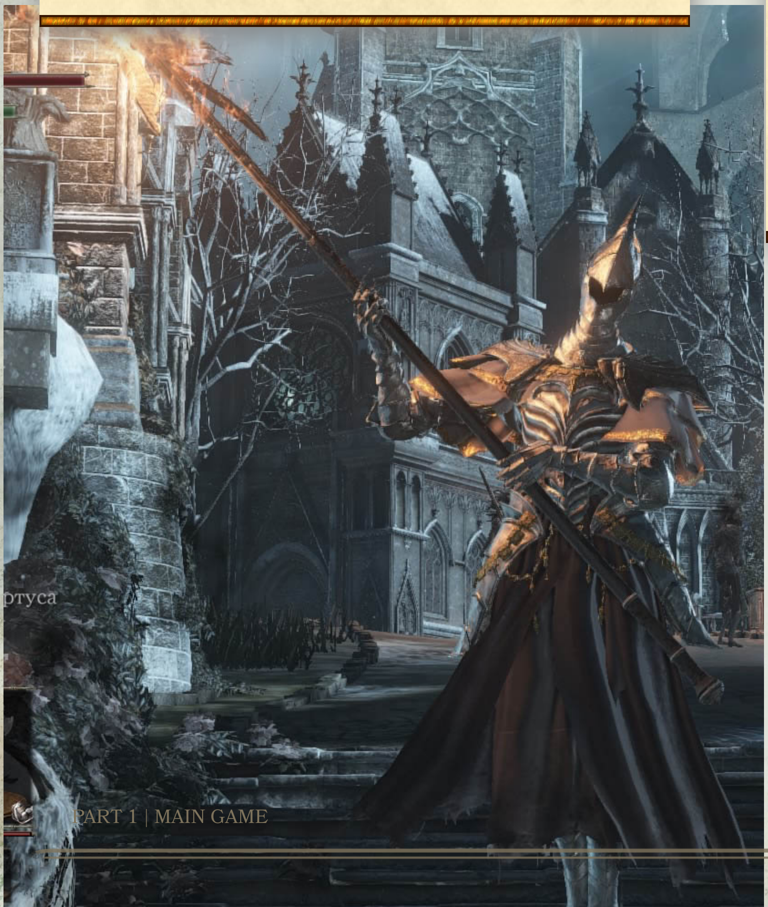
Magic Resistance. The slave has advantage on saving throws against spells and other magical effects.

Sneak Attack. Once per turn, the slave deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the slave that isn't incapacitated and the slave doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2)

Farron Dart. *Ranged Spell Attack:* +3, range 90 feet, one target. *Hit:* 10 (3d6) force damage.



FIRE WITCH

Large humanoid (hollow), lawful evil

Armor Class 18 (plate)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	12 (+1)	22 (+6)

Saving Throws Str +8, Wis +4
Skills Arcana +4, Athletics +8, Perception +4, Religion +4
Damage Vulnerabilities necrotic
Damage Resistances cold, fire, lightning
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Innate Spellcasting. The fire witch's innate spellcasting ability is Charisma (save DC 17). She can innately cast the following spells, requiring only her immolation tinder as a component:

At will: *burning hands* (6th level), *Aganazzar's scorcher* (5th level)

Actions

Immolation Tinder. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) plus 21 (6d6) fire damage, and if the target is a Medium or smaller creature, it is thrown up to 30 feet, landing prone.

Fire Burst (Recharge 5-6). The fire witch summons a burst of flames in a 5-foot cylinder that is 10-feet-high from a point of the ground within 120 feet of it. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a target takes 35 (10d6) fire damage and is knocked prone. On a successful save, a target takes half as much damage and isn't knocked prone.

IRITHYLLIAN BEAST-HOUND

Medium beast (hollow), unaligned

Armor Class 12
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

Saving Throws Dex +4
Condition Immunities charmed
Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fear of Fire. If the hound takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Multiattack. The beast-hound makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

SEWER CENTIPEDE

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	4 (-3)	10 (+0)	9 (-1)

Skills Stealth +5
Condition Immunities charmed, frightened
Senses passive Perception 4
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The sewer centipede can breathe air and water.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Toxic Sludge (Recharge 5-6). The sewer centipede sprays poison at a creature within 15 feet of it. The target must make a DC 13 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

SILVER KNIGHT

Large celestial, lawful neutral

Armor Class 20 (plate, shield)
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	14 (+2)	17 (+3)	19 (+4)

Saving Throws Dex +5, Wis +7, Cha +8
Skills Athletics +10, Perception +7, Religion +6
Damage Vulnerabilities cold, necrotic
Damage Resistances fire, lightning, poison
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Celestial, Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Multiattack. The knight makes three melee attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if used with two hands, plus 3 (1d6) lightning damage while Lightning Blade is active.

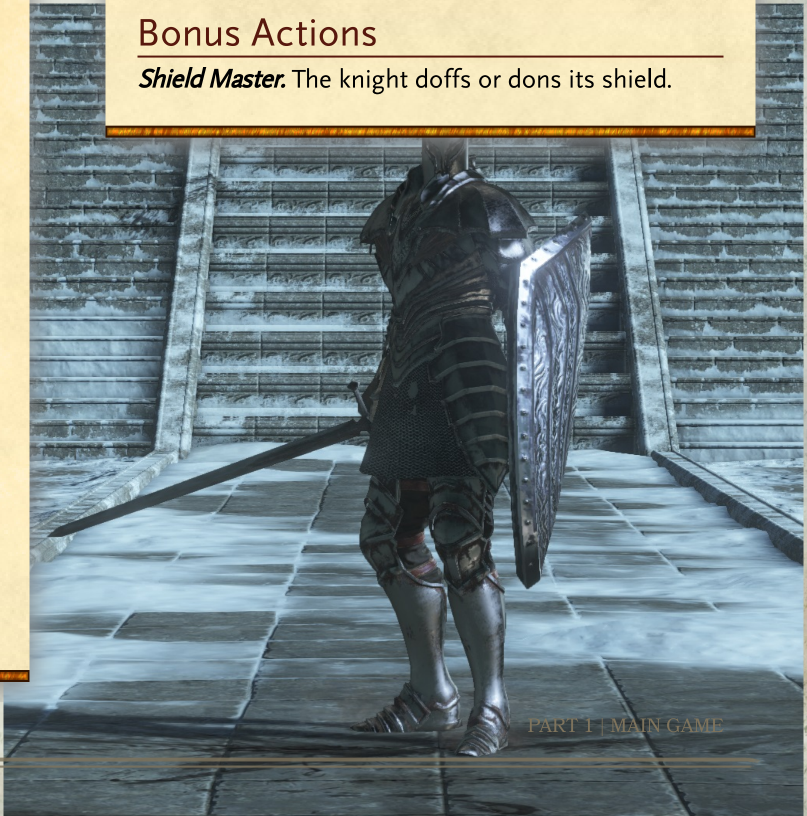
Greatbow. *Ranged Weapon Attack:* +10 to hit, range 150/500 feet, one target. *Hit:* 24 (4d8 + 6) piercing damage.

Bonus Actions

Lightning Blade (Recharge 6). The knight channels divine power to coat its blade in lightning for 1 minute. When it hits with an attack with its longsword, it deals an additional 3 (1d6) lightning damage.

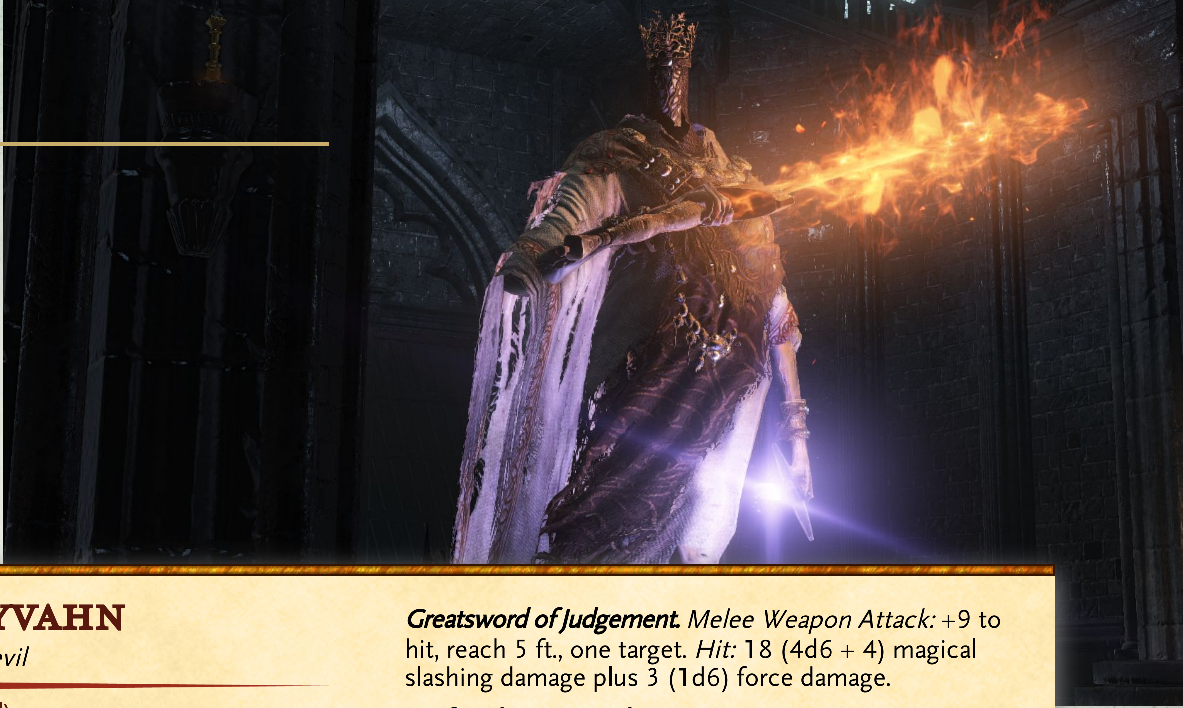
Bonus Actions

Shield Master. The knight doffs or dons its shield.



PONTIFF SULYVAHN

Pontiff Sulyvahn of Irithyll imprisoned a god of the old royalty in the abandoned cathedral, to be fed to the devourer.



PONTIFF SULYVAHN

Large humanoid, chaotic evil

Armor Class 16 (chain mail)
Hit Points 220 (21d10 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	21 (+5)	18 (+4)	19 (+4)	23 (+6)

Saving Throws Dex +8, Int +9, Wis +9, Cha +11
Skills Arcana +9, Athletics +9, Deception +16, Intimidation +11, Perception +9, Religion +9
Damage Resistances cold, poison
Condition Immunities charmed, frightened
Senses passive Perception 19
Languages Common, Deep Speech
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Mighty Wielder. Sulyvahn can wield a two-handed melee weapon in each hand and make attacks with them one-handed.

Legendary Resistance (3/Day). If Sulyvahn fails a saving throw, he can choose to succeed instead.

Power of the Deep (Recharges after a Short or Long Rest). If Sulyvahn starts his turn with fewer hit points than half his hit point maximum, he lets out a burst of dark energy as root-like wings sprout from his back. Each creature within 10 feet of Sulyvan must make a DC 19 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. Until the end of his next short or long rest, Sulyvahn has a flying speed of 60 ft.. If Sulyvahn ends his turn in the air, he immediately falls.

Actions

Multiattack. Sulyvahn makes two attacks: one with his *greatsword of judgement* and one with his *profaned greatsword.*

Greatsword of Judgement. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) magical slashing damage plus 3 (1d6) force damage.

Profaned Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) magical slashing damage plus 4 (1d8) fire damage.

Soul Spear (Must Be Below Half Hit Points). *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 39 (6d12) force damage.

Soul Wave (Must Be Below Half Hit Points). Sulyvahn swings his *greatsword of judgement*, sending out an arc of magical energy in a 30-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 22 (4d10) force damage.

Create Clone (Must Be Below Half Hit Points). Sulyvahn holds his *greatsword of judgement* before him, summoning a spectral clone of himself. The clone uses Sulyvahn's statistics, but has 40 hit points, lacks Legendary Resistance, and can occupy Sulyvahn's space. The clone acts immediately before Sulyvahn on the same initiative count, taking the exact same movement and actions as Sulyvahn is going to (including the same targets). The clone also takes the same legendary actions and reactions as Sulyvahn, though it always acts before him.
If Sulyvahn starts his turn with the clone in a different space than his, the clone instantly teleports to his space.
Sulyvahn can only have one clone summoned at a time.

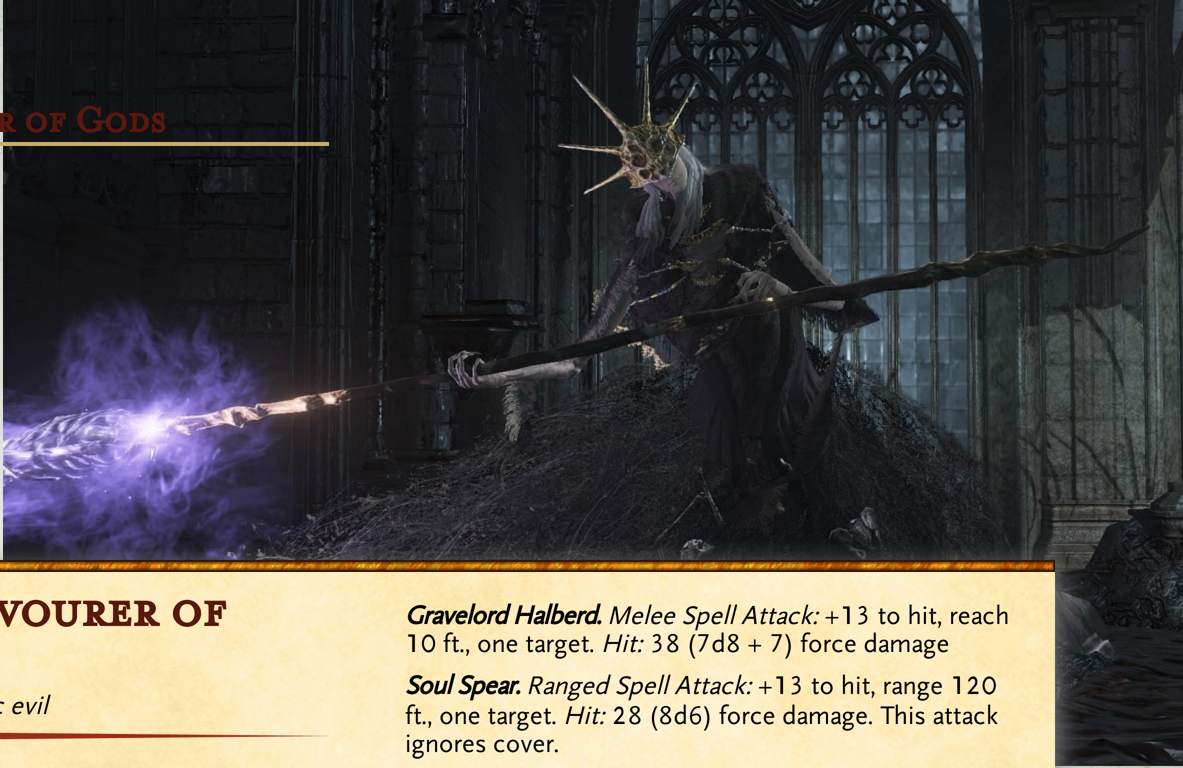
Legendary Actions

Sulyvahn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Sulyvahn regains spent legendary actions at the start of his turn.

Detect. Sulyvahn makes a Wisdom (Perception) check.
Move. Sulyvahn moves up to his speed.
Attack (Costs 2 Actions). Sulyvahn makes one attack with either of his greatswords.

ALDRICH, DEVOURER OF GODS

When Aldrich ruminated on the fading of the fire, it inspired visions of a coming age of the deep sea.
He knew the path would be arduous, but he had no fear.
He would devour the gods himself.



ALDRICH, DEVOURER OF GODS

Huge monstrosity, chaotic evil

Armor Class 9
Hit Points 250 (20d12 + 120)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	22 (+6)	16 (+3)	25 (+7)	21 (+5)

Saving Throws Dex +5, Int +9, Wis +13, Cha +11
Skills Intimidation +11, Perception +13, Persuasion +11, Religion +9
Damage Vulnerabilities fire, lightning
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses truesight 60 ft., passive Perception 23
Languages Abyssal, Celestial, Common, Deep Speech, Infernal
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Fire Aura (Recharges after a Short or Long Rest). If Aldrich starts his turn with fewer hit points than half his hit point maximum, he ignites until the end of his next rest. A creature that touches Aldrich or hits him with a melee attack while within 5 feet of him takes 5 (1d10) fire damage.

Freedom of Movement. Aldrich ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (3/Day). If Aldrich fails a saving throw, he can choose to succeed instead.

Magic Resistance. Aldrich has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Aldrich uses Soul Spear twice.

Gravelord Halberd. *Melee Spell Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 38 (7d8 + 7) force damage

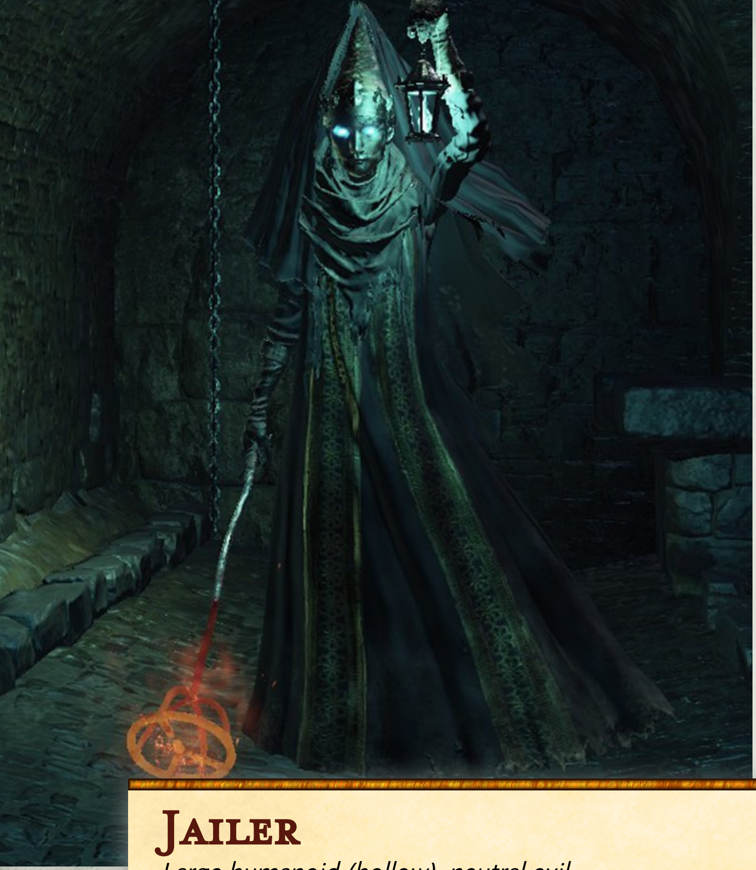
Soul Spear. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 28 (8d6) force damage. This attack ignores cover.

Arrow Barrage (Recharge 5-6). Aldrich shoots an arrow into the sky, causing magical arrows to rain down in a 30-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 22 (5d8) piercing damage plus 22 (5d8) force damage on a failed save, or half as much damage on a successful one.
If Aldrich is at less than half of his hit point maximum, the arrows instead land in a continuous 100-foot path that is 5 feet wide originating from Aldrich. Aldrich chooses the shape of this path, though a creature can only take damage from the arrows once per turn.

Legendary Actions

Aldrich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Aldrich regains spent legendary actions at the start of his turn.

Detect. Aldrich makes a Wisdom (Perception) check.
Soul Mass. Aldrich moves up to half his speed, releasing magical orbs that home in on nearby creatures. Each creature within 45 feet of Aldrich at any point during this movement must make a DC 21 Dexterity saving throw, taking 11 (2d10) force damage on a failed save, or half as much damage on a successful one.
Delayed Teleport (Costs 3 Actions). Aldrich vanishes, magically disappearing into a demiplane until the start of his next turn, when he reappears in an unoccupied space within 90 feet of where he left. Creatures within 5 feet of Aldrich when he disappears take 22 (4d10) necrotic damage.
Lifehunt Scythe (Costs 3 Actions; Must Be Below Half Hit Points). Aldrich summons a huge spectral scythe, spinning it around twice. Every creature within 10 feet of Aldrich must succeed on a DC 21 Dexterity saving throw or take 21 (6d6) necrotic damage, and Aldrich regains a number of hit points equal to half the total damage dealt.



JAILER

Large humanoid (hollow), neutral evil

Armor Class 12 (padded)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	14 (+2)	12 (+1)	19 (+4)

Saving Throws Dex +4, Wis +4, Cha +7
Skills Intimidation +7, Perception +4
Damage Vulnerabilities cold, lightning
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Death Gaze. At the start of each of the jailer's turns, each creature of its choice that it can see within 60 feet of it has their hit point maximum reduced by 22 (4d10), to a minumum of 10 hit points. This reduction lasts for a creature until it spends at least 1 minute out of sight of the jailer.

Magic Resistance. The jailer has advantage on saving throws against spells and other magical effects.

Actions

Brand. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage. If the target is a creature, it can't regain hit points until the end of its next turn.

WRETCH

Large aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	11 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities cold, lightning
Damage Resistances fire, poison; bludgoning, piercing, and slashing damage from nonmagical attacks
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

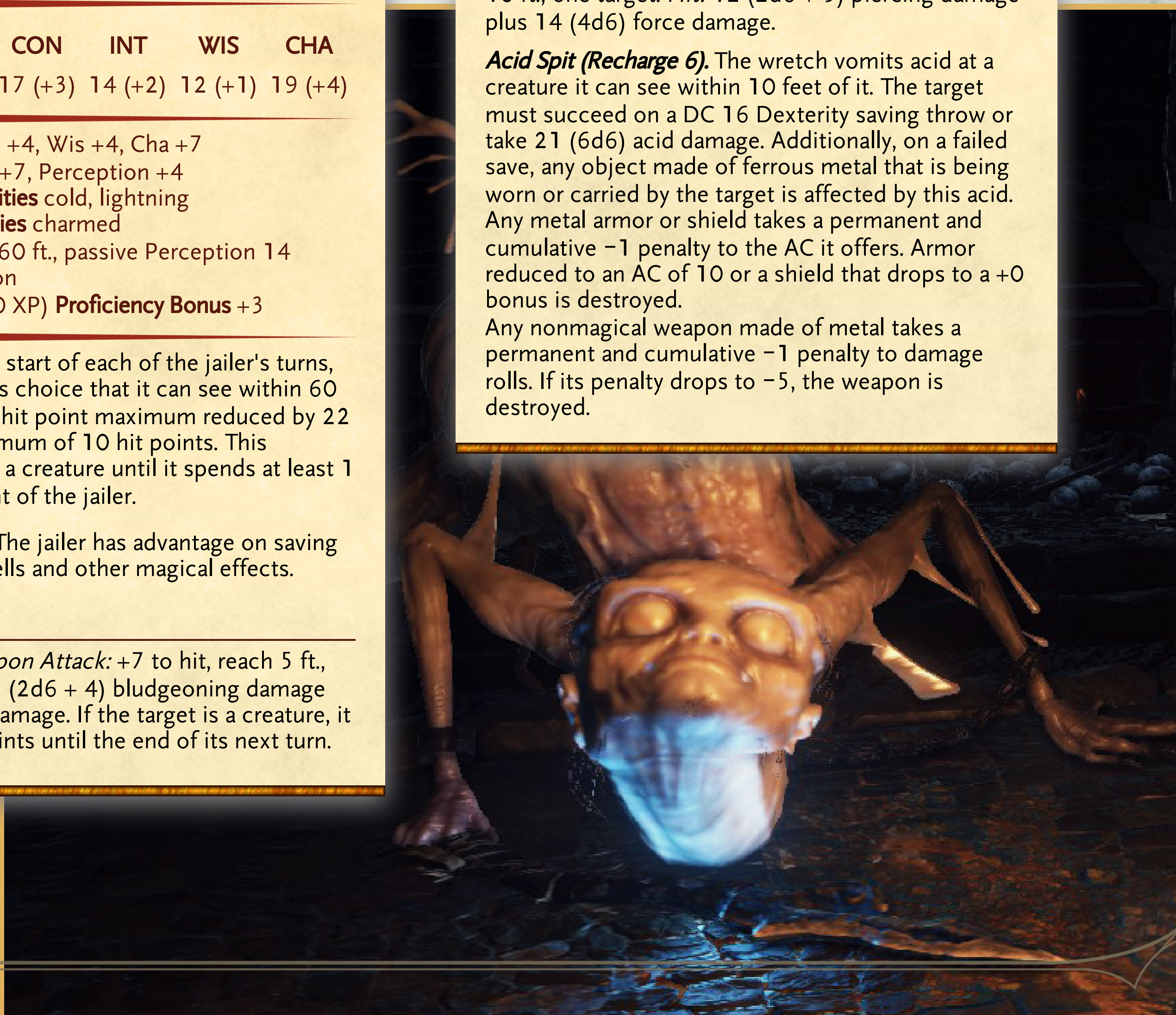
Varied Weaponry. The wretch has different action options based on which weapon it wields: a **shortsword** or a **spear**.

Actions

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 14 (4d6) force damage.

Wretch Spear. *Melee Weapon Attack:* 8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 14 (4d6) force damage.

Acid Spit (Recharge 6). The wretch vomits acid at a creature it can see within 10 feet of it. The target must succeed on a DC 16 Dexterity saving throw or take 21 (6d6) acid damage. Additionally, on a failed save, any object made of ferrous metal that is being worn or carried by the target is affected by this acid. Any metal armor or shield takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.
Any nonmagical weapon made of metal takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed.



Headless Gargoyle

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 218 (19d10 + 114)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	4 (-3)	11 (+0)	3 (-4)

Saving Throws Str +12, Dex +4, Wis +5
Damage Vulnerabilities force, necrotic
Damage Resistances fire, lightning
Damage Immunities cold, poison, psychic
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages understands Common and Giant but can't speak
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Immutable Form. The gargoyle is immune to any spell or effect that would alter its form.

Magic Weapons. The gargoyle's weapon attacks are magical.

Varied Weaponry. The gargoyle has different action options based on which weapon it wields: a **fire lance** or a **great torch**.

Actions

Multiattack. The gargoyle makes two attacks.

Fire Lance. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage plus 10 (3d6) fire damage.

Great Torch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage plus 10 (3d6) fire damage.

Jailer Handmaid

Large humanoid (hollow), lawful neutral

Armor Class 20
Hit Points 119 (14d10 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	14 (+2)	12 (+1)	19 (+4)

Saving Throws Dex +4, Wis +4, Cha +7
Skills Perception +4
Damage Vulnerabilities cold, lightning
Condition Immunities charmed
Senses darkvision 60ft., passive Perception 14
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The handmaid has advantage on saving throws against spells and other magical effects.

Actions

Knife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 9 (2d4 + 4) piercing damage.

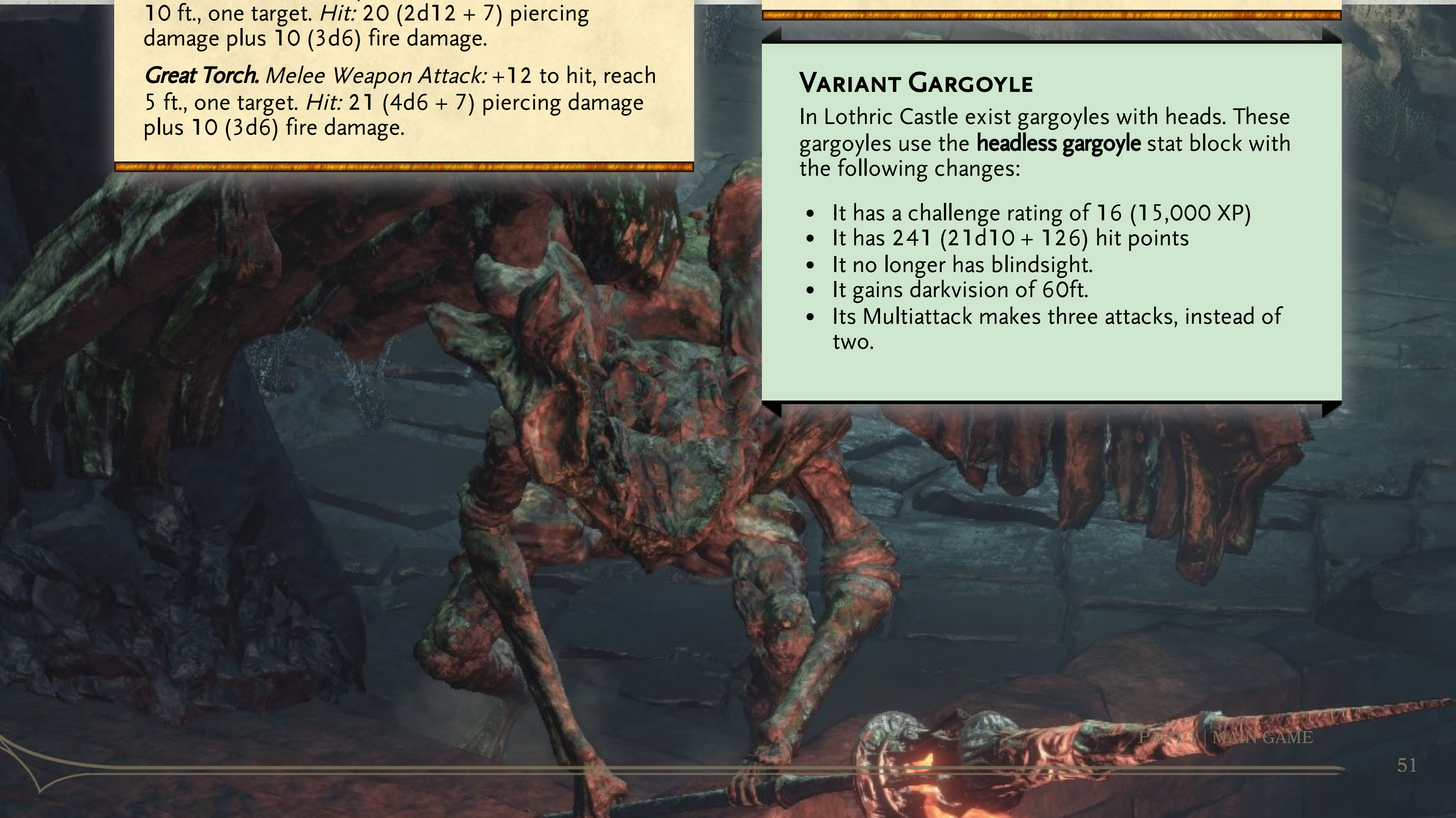
Firebolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

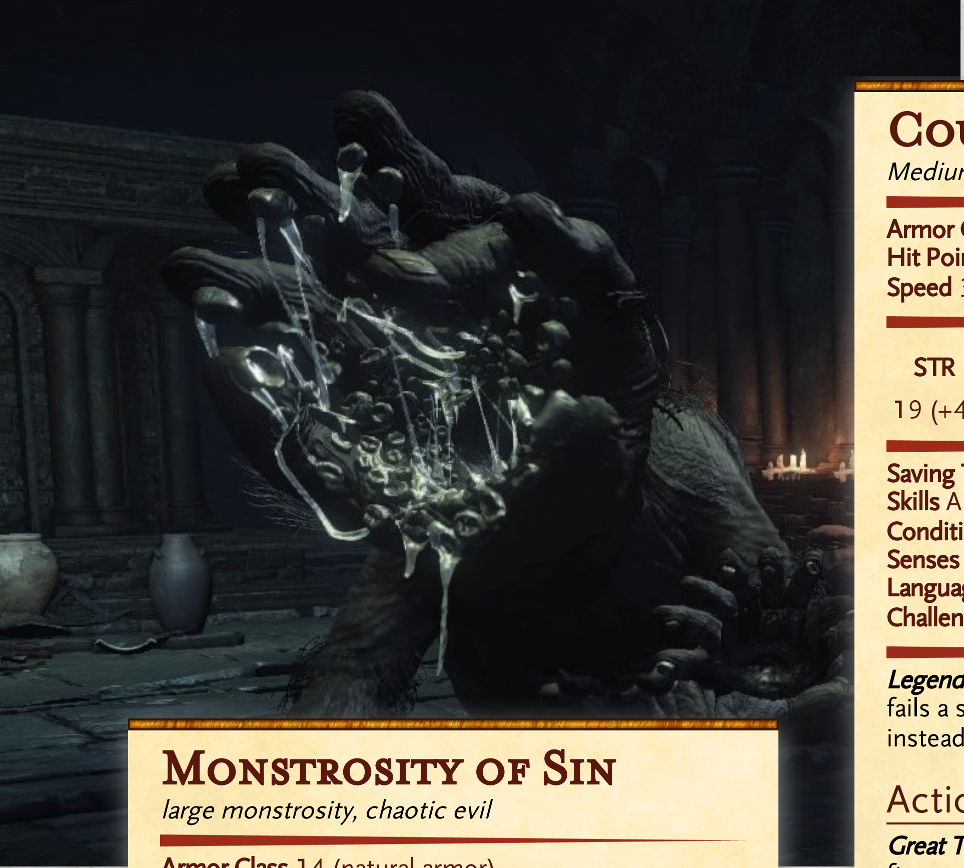
Fire Stream (Recharge 5-6). The handmaid lifts her lantern aloft, with a stream of fire emiting from it in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.

Variant Gargoyle

In Lothric Castle exist gargoyles with heads. These gargoyles use the **headless gargoyle** stat block with the following changes:

- It has a challenge rating of 16 (15,000 XP)
- It has 241 (21d10 + 126) hit points
- It no longer has blindsight.
- It gains darkvision of 60ft.
- Its Multiattack makes three attacks, instead of two.





MONSTROSITY OF SIN

large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 256 (19d10 + 152)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (-2)	26 (+8)	6 (-2)	11 (+0)	14 (+2)

Damage Vulnerabilities necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Eye Cluster. The monstrosity has a cluster of eyes on its belly. Whenever a creature makes an attack against the monstrosity, they can choose to target the eye cluster. The attack is at disadvantage, and on a hit it is an automatic critical hit.

Actions

Multiattack. The monstrosity makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 15 (2d8 + 6) bludgeoning damage.

Gluttonous Grab (Recharge 4-6). The monstrosity attempts to grab and eat a Medium or smaller creature within 5 feet of it. The target must succeed on a DC 18 Dexterity saving throw or take 33 (6d10) bludgeoning damage plus 27 (6d8) acid damage. If this damage reduces the target to 0 hit points, they are eaten and digested by the monstrosity.

COURT SORCERER

Medium humanoid (human), lawful neutral

Armor Class 13 (padded)
Hit Points 195 (26d8 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Dex +7, Int +10, Wis +7
Skills Arcana +10, Perception +7, Religion +10
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Common
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the court sorcerer fails a saving throw, he can choose to succeed instead.

Actions

Great Torch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) plus 7 (2d6) fire damage.

Soul Spear. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 21 (6d6) force damage.

Fire Spray (Recharge 4-6). The court sorcerer sprays flames from his Great torch in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The court sorcerer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The court sorcerer regains spent legendary actions at the start of his turn.

Move. The court sorcerer moves up to half his speed.
Attack. The court sorcerer makes an attack with its great torch.
Homing Crystal Soul Mass (Costs 2 Actions). The court sorcerer summons several darts of solidified magic. The next time a creature starts its turn within 5 feet of the sorcerer or enters within 5 feet of the sorcerer, it must succeed on a DC 18 Dexterity saving throw or take 17 (5d6) force damage.

YHORM THE GIANT

Yhorm is the descendant of an ancient conqueror, but was asked by the very people once subjugated to lead them, serving as both a weighty blade and a stone-hard shield.

YHORM THE GIANT

Huge giant, lawful good

Armor Class 17 (natural armor)
Hit Points 406 (28d12 + 224)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	26 (+8)	11 (+0)	18 (+4)	21 (+5)

Saving Throws Dex +6, Con +14, Wis +10, Cha +11
Skills Athletics +16, Intimidation +11
Damage Vulnerabilities lightning
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, petrified, poisoned
Senses passive Perception 14
Languages Common, Giant
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Brute. A melee weapon deals one extra die of its damage when Yhorm hits with it (included in the attack).

Legendary Resistance (3/Day). If Yhorm fails a saving throw, he can choose to succeed instead.

Actions

Great Machete. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 36 (4d12 + 10) slashing damage, plus 7 (2d6) fire damage if Yhorm has fewer than half of his hit points remaining. If the target is a creature within 5 feet of Yhorm, he can choose to use two hands on the attack. On a hit, in addition to the normal damage, the target must also succeed on a DC 24 Strength saving throw or be knocked prone.

Legendary Actions

Yhorm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Yhorm regains spent legendary actions at the start of his turn.

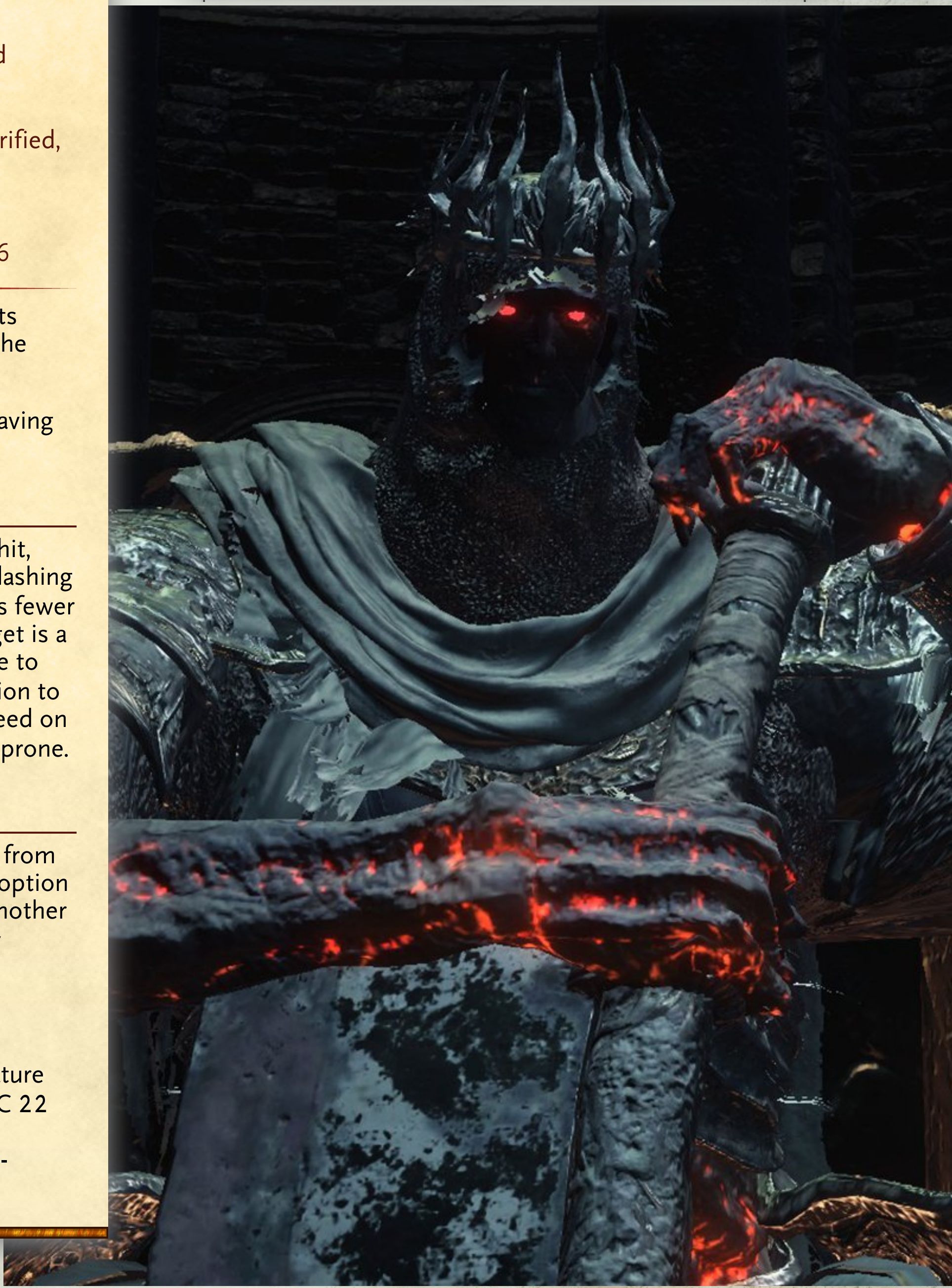
Move. Yhorm moves up to half his speed.
Warcry. Yhorm stomps his foot and lets out a thunderous warcry. Every Large or smaller creature within 10 feet of Yhorm must succeed on a DC 22 Dexterity saving throw or be knocked prone.
Machete (Costs 2 Actions). Yhorm makes a one-handed attack with his great machete.

STORMRULER

Greatsword, legendary

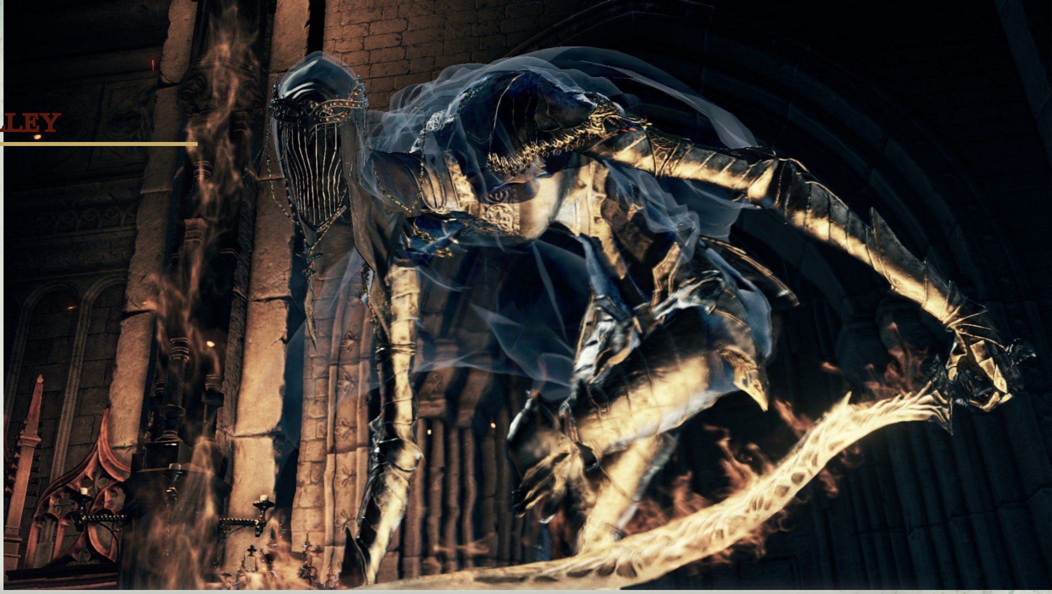
This greatsword is imbued with the power of storm. While you are wielding this greatsword, you can spend a bonus action to charge it up, surrounding the blade with howling winds. Once the sword is charged, you can spend an action to make a melee weapon attack with the charged blade, treating it as though it had a reach of 50 feet. On a hit, the target takes damage as normal. If the target is Yhorm, on a hit he instead takes 100 points of magical slashing damage and is knocked prone.

***PSA:** If you include this weapon in your games, increase Yhorm's hit points to **560 hit points** to compensate.*



DANCER OF THE BOREAL VALLEY

The Pontiff Sulyvahn bestowed a double-slashing sword upon a distant daughter of the formal royal family, ordering her to serve first as a dancer, and then as an outrider knight, the equivalent to exile.



DANCER OF THE BOREAL VALLEY

Huge monstrosity, lawful evil

Armor Class 18 (plate)
Hit Points 300 (24d12 + 144)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	22 (+6)	7 (-2)	16 (+3)	9 (-1)

Saving Throws Dex +13, Wis +10, Cha +6
Skills Acrobatics +13, Athletics +12, Perception +10, Performance +13
Damage Vulnerabilities lightning, necrotic
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 20
Languages understands Common but can't speak
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Blade from the Deep (Recharges after a Short or Long Rest). If the dancer starts her turn with fewer hit points than half her hit point maximum, she can use a bonus action to magically summon her *ash blade* to her hand with a burst of dark energy. Each creature within 10 feet of the dancer must make a DC 21 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Resistance (3/Day). If the dancer fails a saving throw, she can choose to succeed instead.

Sure-Footed. The dancer has advantage on checks and saving throws to avoid being knocked prone.

Actions

Multiattack. The dancer makes two attacks with her *flame blade*. If she has her *ash blade* summoned and is wielding it, she can make an attack with her *ash blade* as a bonus action.

Flame Blade. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) magical slashing damage plus 7 (2d6) fire damage.

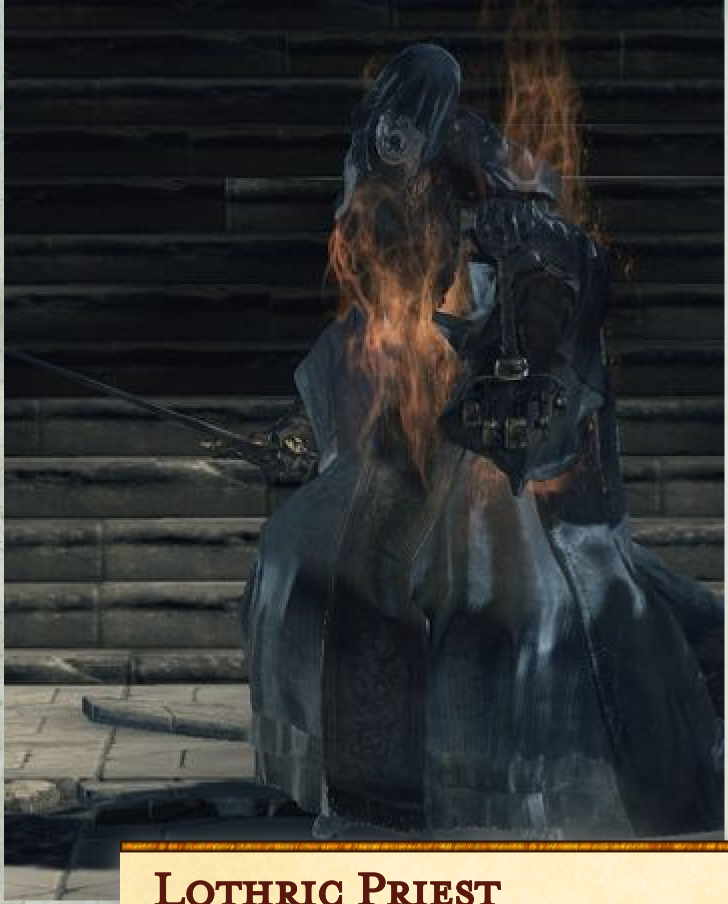
Ash Blade (Must Be Summoned). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) magical slashing damage plus 6 (1d12) force damage.

Dual Blade Dance (Recharge 5-6; Must Be Wielding Both Blades). The dancer twirls gracefully, spinning her blades about her as she moves up to her speed without provoking opportunity attacks. Each creature within 10 feet of the dancer at any point during this movement must make a DC 21 Dexterity saving throw, taking 27 (6d6 + 6) slashing damage, 14 (4d6) fire damage and 13 (2d12) force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dancer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The dancer regains spent legendary actions at the start of her turn.

Move. The dancer moves up to half her speed.
Attack. The dancer makes a melee weapon attack.
Grab. The dancer attempts to grapple a Medium or smaller creature within 5 feet of her. If she succeeds, the next time the dancer hits the grappled target with an attack, it is a critical hit, and the grapple ends.
Erupting Ground Slices (Costs 2 Actions; Must Have Both Blades). The dancer slices her blades around her, creating erupting lines of fire and darkness. Each creature within 5 feet of the dancer must succeed on a DC 21 Dexterity saving throw or take 14 (4d6) fire damage plus 13 (2d12) necrotic damage.
Destructive Burst (Costs 3 Actions). The dancer creates a burst of fire (or darkness if her *ash blade* is summoned) radiating out from her. Each creature within 15 feet of the dancer must make a DC 21 Dexterity saving throw, taking 33 (6d10) fire damage (or necrotic damage if her *ash blade* is summoned) on a failed save, or half as much damage on a successful one.



LOTHRIC PRIEST

Medium humanoid (hollow), lawful evil

Armor Class 12 (padded)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	9 (-1)	20 (+5)	11 (+0)

Saving Throws Dex +3, Wis +7, Cha +2
Skills Percpetion +7, Religion +1
Senses passive Perception 17
Languages Celestial, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Innate Spellcasting (3/Day). The priest can innately cast *mass cure wounds*. Its spellcasting ability is Wisdom.

Actions

Multiattack. The priest makes three attacks with its sword.

Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sacred Oath (5-6). The priest targets a willing humanoid within 30 feet of it. The target gains 15 temporary hit points and its weapon attacks deal an additional 1d4 damage. This effect lasts for 1 minute or until the priest's concentration is broken (as if concentrating on a spell).

GREATER LOTHRIC KNIGHT

Medium humanoid (hollow), lawful evil

Armor Class 20 (plate, shield)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	11 (+0)	20 (+5)	18 (+4)

Saving Throws Dex +3, Wis +8, Cha +7
Skills Athletics +8, Perception +8
Damage Vulnerabilities cold, lightning
Damage Resistances fire
Senses passive Perception 18
Languages Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Brave. The knight has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the knight hits with it (included in the attack).

Innate Spellcasting (3/Day). The knight can innately cast *holy weapon*, requiring no material or verbal components. Its spellcasting ability is Wisdom.

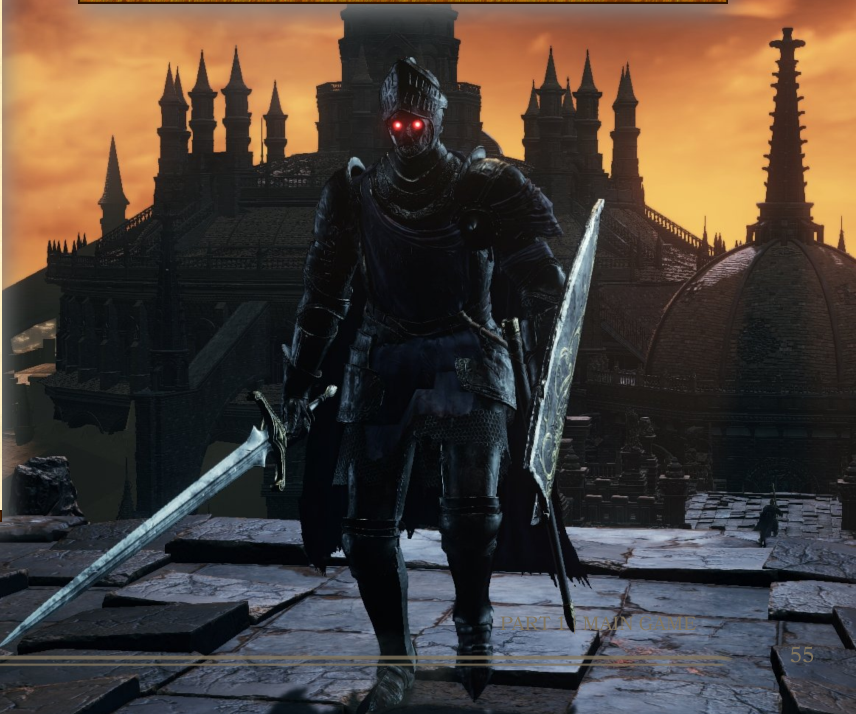
Varied Weaponry. The knight has different action options based on which weapon it wields: a **longsword** or a **spear**.

Actions

Multiattack. The knight makes two attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if wielded with two hands.

Lothric Spear. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.



GREATER HOLLOW SOLDIER

Medium humanoid (hollow), lawful neutral

Armor Class 17 (chain shirt, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Str +5, Dex +5, Wis +2
Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Varied Weaponry. The soldier has different action options based on which weapon it wields: a **sword**, a **light crossbow**, or a **spear**.

Actions for Spear

Multiattack. The soldier makes two melee attacks.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if wielded with two hands.

Actions for Sword

Multiattack. The soldier makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Actions for Crossbow

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 5 (2d4) fire damage.

VARIANT GREATER HOLLOW SOLDIER

Some hollow soldiers use rudimentary explosives in their efforts to kill their enemies. Such hollows gain access to the **firebomb** action option.

Firebomb (Recharge 4-6). The soldier throws a small explosive up to 30 feet. Each creature within 5 feet of that point must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) fire damage.

WYVERN

Gargantuan dragon, unaligned

Armor Class 19 (natural armor)
Hit Points 174 (12d20 + 48)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	18 (+4)	4 (-3)	10 (+0)	10 (+0)

Skills Perception +8
Damage Vulnerabilities cold, lightning
Damage Resistances fire, poison
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 18
Languages understands Draconic but can't speak
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Overgrown Humanity. If the wyven is reduced to 0 hit points, it doesn't die. Instead, a writhing black mass emerges from its body. This mass uses the **pus of man** statblock but has a movement speed of 0. When this mass is reduced to 0 hit points, the wyvern dies.

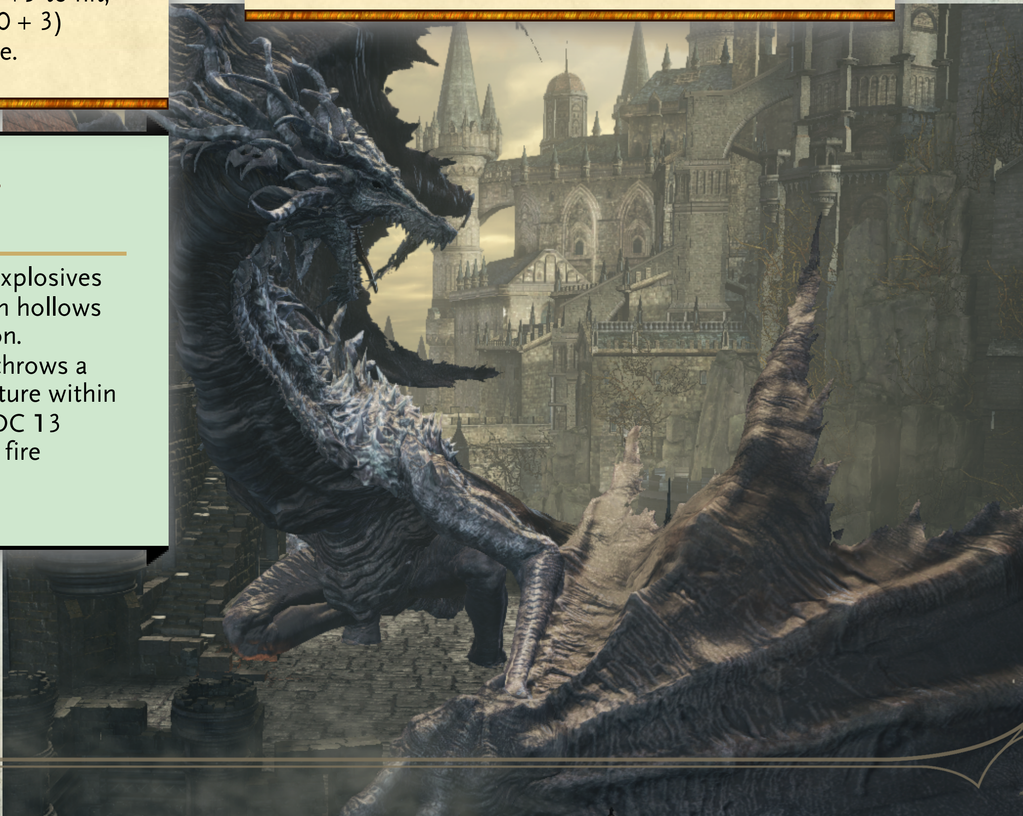
Actions

Multiattack. The wyvern makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The wyvern exhales fire in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.



Greater Winged Knight

Large humanoid (hollow), lawful evil

Armor Class 18 (plate)
Hit Points 147 (14d10 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	21 (+5)	11 (+0)	19 (+4)	15 (+2)

Saving Throws Dex +3, Con +9, Cha +6
Damage Resistances fire, lightning, poison
Senses passive Perception 13
Languages Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Multiattack. The winged knight makes two attacks.

Halberd. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Spin (Recharge 4-6). The knight spins around as it moves up to its speed in a straight path without provoking opportunity attacks. Each creature within 10 feet of the knight at any point during this movement must make a DC 13 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

Variant Greater Winged Knight

Some winged knights make use of a pair of handaxes instead of a halberd. These winged knights use the **winged knight** stat block with the following changes:

- Its Halberd action option is replaced with the following action options:

Multiattack. The knight makes two attacks with its handaxes.
Handaxe. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 feet or range 20/60 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

- Its Spin action option affects creatures within 5 feet of it instead of within 10 feet of it.

GREATER PUS OF MAN

Large monstrosity (hollow), chaotic evil

Armor Class 9
Hit Points 165 (22d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	6 (-2)	9 (-1)	10 (+0)

Damage Vulnerabilities fire
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 9
Languages Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Hidden Infection. The pus can alter its appearance to be indistinguishable from an ordinary hollow. The process takes 1 hour. It can change back to its true form as a bonus action. While in hollow form, it uses the **hollow** stat block, though it has no equipment and retains this trait.

Actions

Thrash. The pus thrashes wildly, attacking everything near it. Each creature within 10 feet of the pus must make a DC 16 Dexterity saving throw, taking 23 (4d8 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

GREATER CATHEDRAL KNIGHT

Large humanoid (hollow), lawful evil

Armor Class 20 (plate, shield)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	19 (+4)	9 (-1)	19 (+4)	16 (+3)

Saving Throws Str +10, Wis +8, Cha +7
Skills Athletics +10, Perception +8, Religion +3
Damage Vulnerabilities lightning
Senses passive Perception 18
Languages Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Multiattack. The knight makes two melee attacks.

Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Heal (Recharge 5-6). The knight regains 30 hit points.

Bonus Actions

Blessed Weapon (Recharge 6). The knight blesses its mace with divine power for 1 minute. While blessed, the knight's mace deals an additional 7 (2d6) radiant damage.

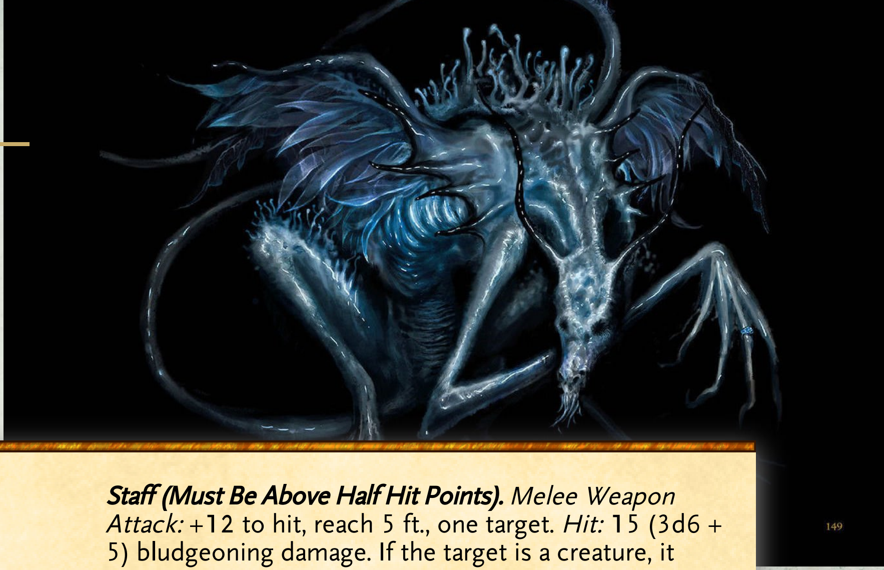
VARIANT: GREATSWORD GREATER CATHEDRAL KNIGHT

Some cathedral knights weild enourmous greatswords in place of a shield and mace. Such knights use the **cathedral knight** statblock with the following changes:

- Its AC becomes 18 (plate)
- It loses the **Blessed Weapon** bonus action.
- It loses access to the **Mace** Attack, and gains access to the **Greatsword** attack.
  Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

OCEIROS, THE CONSUMED KING

Oceiros went mad trying to harness his royal blood for a greater purpose, leading him to the heretics of the Grand Archives, where he discovered the twisted worship of Seath the paledrake.



OCEIROS, THE CONSUMED KING

Huge dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 336 (32d12 + 128)
Speed 30 ft. (40 ft. if below half hit points), fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	23 (+6)	19 (+4)	21 (+5)

Saving Throws Dex +11, Int +13, Wis +11
Skills Arcana +13, Perception +18
Damage Vulnerabilities cold, lightning
Damage Immunities poison
Condition Immunities blinded, charmed, frightened, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 28
Languages Celestial, Common, Draconic
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Bestial Regression (Recharges after a Short or Long Rest). If Oceiros starts his turn with fewer hit points than half his hit point maximum, he lets out a bestial howl, dropping his staff and slamming his hands to the ground. He loses access to his staff and tail attacks, as well as the Pestilent Mist action, and gains access to his bite attack, the Charge and Pale Drake Breath actions, and his speed becomes 40 feet. These changes last until the end of his next short or long rest.

Legendary Resistance (3/Day). If Oceiros fails a saving throw, he can choose to succeed instead.

Magic Resistance. Oceiros has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Oceiros makes two attacks: one with his staff and one with his tail.

Bite (Must Be Below Half Hit Points). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Staff (Must Be Above Half Hit Points). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Tail (Must Be Above Half Hit Points). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Charge (Must Be Below Half Hit Points). Oceiros moves up to 40 feet in a straight line without provoking opportunity attacks. While moving in this way, he can move through other creature's space without being slowed. Creatures whose space he moves through must succeed on a DC 20 Dexterity saving throw or take 14 (4d6) bludgeoning damage.

Pestilent Mist (Recharge 5-6; Must Be Above Half Hit Points). Oceiros magically creates a deadly fine mist around himself. Each creatures within 20 feet of Oceiros must make a DC 21 Constitution saving throw, taking 77 (14d10) force damage on a failed save, or half as much damage on a successful one.

Pale Drake Breath (Recharge 5-6 ;Must Be Below Half Hit Points). The Oceiros breathes out magical crystals in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, a creature takes 84 (13d12) force damage and magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.
On a successful save, a creature takes half as much damage and isn't otherwise affected.

Legendary Actions

Oceiros can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Oceiros regains spent legendary actions at the start of his turn.

Attack. Oceiros makes a melee attack.
Detect. Oceiros makes a Wisdom (Perception) check.
Spin (Costs 2 Actions; Must be Below Half Hit Points). Oceiros spins on the spot, striking creatures near him. Each creature within 5 feet of him must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) bludgeoning damage.

Greater Grave Warden

Medium humanoid (hollow), lawful evil

Armor Class 18
Hit Points 157 (21d8 + 63)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	16 (+3)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +4, Dex +8, Wis +6
Skills Acrobatics +11, Religion +4
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the grave warden hits with it (included in the attack).

Unarmored Defense. While the grave warden isn't wearing armor or wielding a shield it adds its Wisdom modifier to its AC (included in its AC).

Actions

Multiattack. The grave warden makes three attacks with its twinblade. If it has a second twinblade drawn, it can make one additional attack with its twinblade.

Warden Twinblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Greater Starved Hound

Medium beast (hollow), unaligned

Armor Class 14
Hit Points 112 (15d8 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	2 (-4)	10 (+0)	4 (-3)

Saving Throws Dex +6
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fear of Fire. If the starved hound takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Evasion. If the starved hound is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The starved hound makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 4) piercing damage.

Reactions

Uncanny Dodge. The starved hound halves the damage it takes from an attack.

Greater Corvian

Medium humanoid (corvian), lawful neutral

Armor Class 13 (natural armor)
Hit Points 132 (24d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +5, Wis +5, Cha +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Corvian
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The corvian makes three attacks with its greatknife, or two attacks with its scythe.

Greatknife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Scythe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bonus Actions

Winged Transformation (Recharges after a Short or Long Rest). Wings burst out of the corvian's back. For the next minute, the corvian has a flying speed of 30 feet. If the corvian ends its turn in the air, it immediately falls.

Greater Corvian Storyteller

Medium humanoid (corvian), lawful neutral

Armor Class 15 (natural armor)
Hit Points 149 (23d8 + 46)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	20 (+5)

Saving Throws Dex +6, Wis +4, Cha +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Corvian
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The storyteller makes two attacks with its staff.

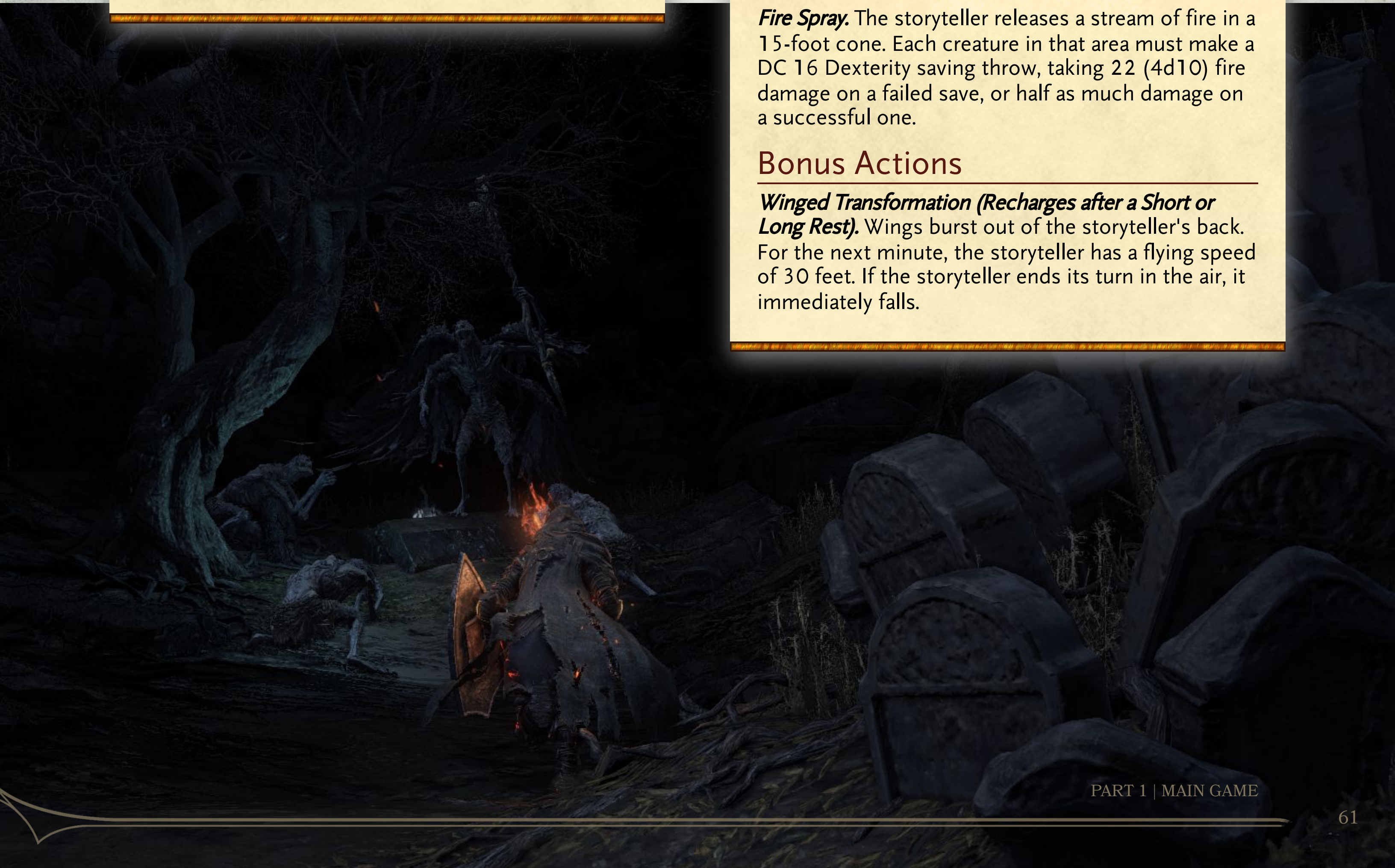
Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage or 8 (1d8 + 4) bludgeoning damage if wielded with two hands, plus 7 (2d6) poison damage.

Poison Mist. The storyteller releases poison gas in a 15-foot cube. Each creature in that area must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fire Spray. The storyteller releases a stream of fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

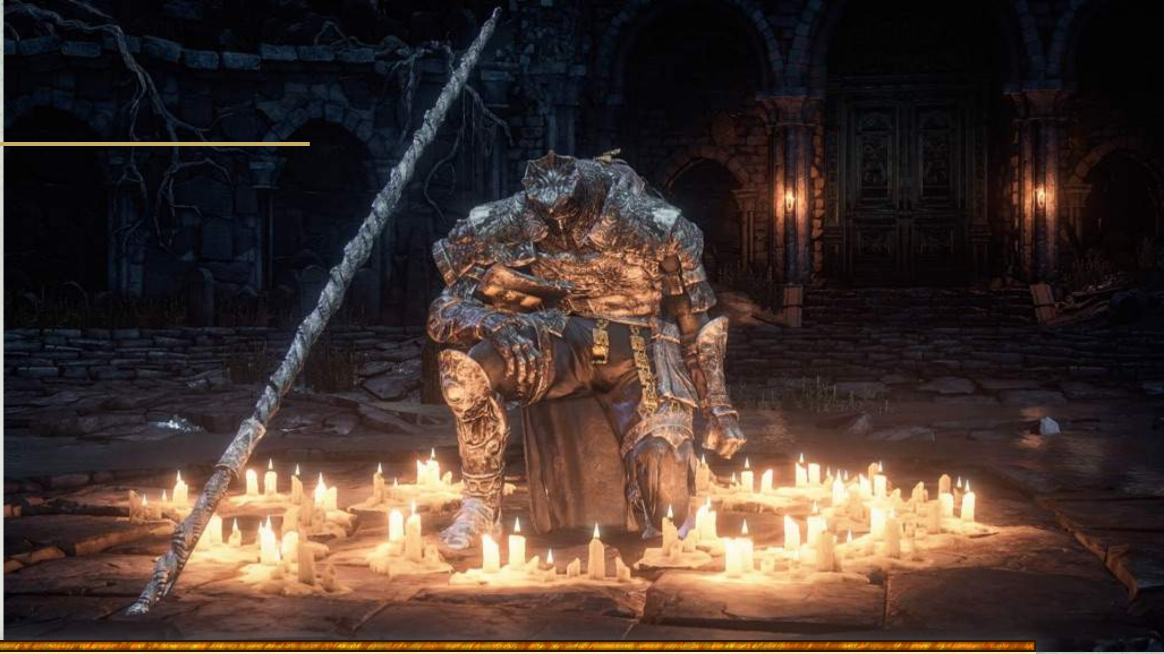
Bonus Actions

Winged Transformation (Recharges after a Short or Long Rest). Wings burst out of the storyteller's back. For the next minute, the storyteller has a flying speed of 30 feet. If the storyteller ends its turn in the air, it immediately falls.



Champion Gundyr

Once, a champion came late to the festivities, and was greeted by a shrine without fire, and a bell that would not toll.



Champion Gundyr

Large humanoid, lawful neutral

Armor Class 18 (plate)
Hit Points 414 (36d10 + 216)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	23 (+6)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Str +15, Dex +11, Con +13, Wis +8
Skills Athletics +22, Perception +8
Damage Vulnerabilities cold, lightning
Damage Resistances poison
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 18
Languages Common
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Brute. A melee weapon deals one extra die of its damage when Gundyr hits with it (included in the attack).

Legendary Resistance (3/Day). If Gundyr fails a saving throw, he can choose to succeed instead.

Mighty Wielder. Gundyr can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Actions

Multiattack. Gundyr makes two attacks, or three attacks if he has fewer hit points than half his hit point maximum. He can replace any of these attacks with a shove.

Halberd. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage.

Kick. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the target must succeed on a DC 23 Strength saving throw or be pushed up to 20 feet away from Gundyr and fall prone.

Charge (Recharge 5-6; Must Be Below Half Hit Points). Gundyr holds his halberd before him and moves up to his speed in a straight line. Each Medium or smaller creature in that path must succeed on a DC 23 Dexterity saving throw or be moved with Gundyr, taking 15 (2d6 + 8) piercing damage for every 10 feet they are moved.

Legendary Actions

Gundyr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Gundyr regains spent legendary actions at the start of his turn.

Attack. Gundyr makes a melee attack.
Grab. Gundyr attempts to grapple a Medium or smaller creature within 5 feet of him. If he succeeds, the next time Gundyr hits the grappled target with an attack, it is a critical hit, and the grapple ends.
Stomp. Gundyr stomps his foot, creating a small shockwave. Each creature within 5 feet of him must succeed on a DC 23 Dexterity saving throw or be knocked prone.
Lunging Attack (Costs 2 Actions; Must be Below Half Hit Points). Gundyr jumps up to 25 feet without provoking opportunity attacks before making an attack with his halberd with advantage on the attack roll.

DRAGONSLAYER ARMOUR

The Dragonslayer Armour, controlled by the Pilgrim Butterfly, lost its master long ago, but still remembers their sporting hunts.

DRAGONSLAYER ARMOUR

Large construct, neutral

Armor Class 20 (plate, shield)
Hit Points 350 (28d10 + 196)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	24 (+7)	6 (-2)	17 (+3)	7 (-2)

Saving Throws Str +14, Dex +8, Con +14, Wis +10
Skills Athletics +14, Perception +17, Survival +17
Damage Vulnerabilities cold
Damage Resistances lightning, necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 27
Languages understands Common but can't speak
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Brute. A melee weapon deals one extra die of its damage when the armour hits with it (included in the attack).

Legendary Resistance (3/Day). If the armour fails a saving throw, it can choose to succeed instead.

Pilgrim Butterflies. The dragonslayer armour is accompanied by two pilgrim butterflies. The butterflies use the commoner statblock, but are Huge monstrosities, have AC 13, 70 hit points, a flying speed of 30 feet, and can't take actions or reactions, instead granting the armour access to the **death rain** legendary action option. The butterflies fly 100 feet above the dragonslayer armour at all times.
If both butterflies are killed or on a different plane to the armour, the armour loses access to the **death rain** legendary action option.
If the armour is killed, both pilgrim butterflies die as well.

Actions

Multiattack. The armour makes two melee attacks.

Dragonslayer Axe *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) magical slashing damage, or 26 (3d12 + 7) magical slashing damage if wielded with two hands, plus 10 (3d6) lightning damage.

Shield Bash. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Falling Bolt (Recharge 5-6; Must Be Below Half Hit Points). The armour grasps its axe in its hands, lifting it aloft as it charges with lightning, before slamming it down on a foe. The armour makes a two-handed attack with its axe against a creature within reach. On a hit, the target takes an additional 27 (6d8) lightning damage. Hit or miss, a burst of lightning radiates out from the target. Each creature other than the armour within 10 feet of the target must make a DC 22 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

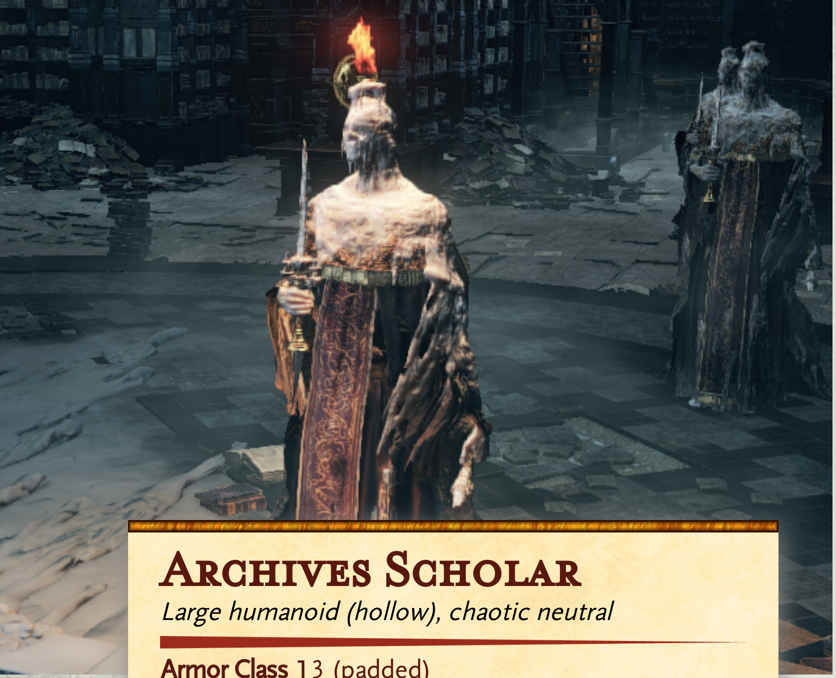
Bonus Actions

Shield Master. The armour doffs or dons its shield.

Legendary Actions

The armour can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The armour regains spent legendary actions at the start of its turn.

Move. The armour moves up to half its speed.
Attack. The armour makes one melee weapon attack.
Shockwave (Costs 2 Actions; Must Be Below Half Hit Points). The armour slams its axe into the ground with two hands, before slicing it forwards, sending out a shockwave in a 60-foot line that is 10 feet wide. Each creature in that area must make a DC 21 Dexterity saving throw, taking 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one.
Death Rain (Costs 3 Actions; Must Be Below Half Hit Points). The pilgrim butterflies puppeting the armour rain darkness-infused fire in a 30-foot radius, 100-foot-high cylinder centered on the dragonslayer armour. Each creature other than the armour in that area must succeed on a DC 18 Dexterity saving throw or take 27 (6d8) fire damage plus 27 (6d8) necrotic damage.



ARCHIVES SCHOLAR

Large humanoid (hollow), chaotic neutral

Armor Class 13 (padded)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	21 (+5)	17 (+3)	18 (+4)

Saving Throws Int +8, Wis +6, Cha +7
Skills Arcana +8, History +8, Perception +6, Religion +8
Damage Vulnerabilities fire
Condition Immunities charmed, petrified
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common and two other languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The scholar has advantage on saving throws against spells and other magical effects.

Wax Protection. The scholar is immune to curses.

Actions

Multiattack. The scholar makes two attacks with its dagger.

Dagger. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Force Missile. *Ranged Spell Attack:* +8 to hit, range 100 ft., one target. *Hit:* 23 (4d8 + 5) force damage.

Wax Burst. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* The target has its speed reduced by 5 feet for 1 minute. Each time the target is hit by this attack, its speed is reduced by a further 5 feet, to a minimum of 0.

Farron Hail (Recharge 4-6). The scholar releases several darts of force in a 15-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 27 (5d10) force damage on a failed save, or half as much damage on a successful one.

ARCHIVES THRALL

Small humanoid (hollow), lawful evil

Armor Class 14
Hit Points 90 (20d6 + 20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	13 (+1)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Dex +6, Con +1, Wis +2
Skills Athletics +5, Acrobatics +6
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Pack Tactics. The thrall has advantage on an attack roll against a creature if at least one of the thrall's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thrall makes two melee attacks.

Thrall Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 7 (2d6) fire damage.

Blowgun. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 5 piercing damage.

VARIANT THRALL

Some thralls are armed with a flamberge in place of their axes. These thralls lose access to the Multiattack and Thrall Axe action options, and gain the **greatsword** action option.
Greatsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage plus 7 (2d6) fire damage.

ARCHIVES CRYSTAL SAGE

While one of the two crystal sages remained with the Undead Legion of Farron, the other found their way to the Grand Archives, where they have remained since. This crystal sage uses the **crystal sage** statistics with the following changes:

- It has 165 hit points.
- Its Teleporting Escape doesn't create clones.

BLACK HAND KAMUI

Medium humanoid (human), lawful neutral

Armor Class 18 (studded leather)
Hit Points 161 (19d8 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	22 (+6)	18 (+4)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +10, Int +5, Wis +5
Skills Acrobatics +10, Perception +5
Condition Immunities charmed, frightened
Senses passive Perception 15
Languages Common, Thieves' Cant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Evasion. If Kamui is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Legendary Resistance (3/Day). If Kamui fails a saving throw, he can choose to succeed instead.

Standing Leap. Kamui's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. Kamui makes two attacks. If he has both of his swords drawn, he can make an additional sword attack.

Sword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) magical slashing damage.

Compound Bow. *Ranged Weapon Attack:* +14 to hit, range 100/420 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Reactions

Uncanny Dodge. Kamui halves the damage he takes from an attack.

Legendary Actions

Kamui can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Kamui regains spent legendary actions at the start of his turn.

Detect. Kamui makes a Wisdom (Perception) check.
Move. Kamui moves up to half his speed without provoking opportunity attacks.
Weapon Attack (Costs 2 Actions). Kamui makes a weapon attack.

DAUGHTER OF CRYSTAL KRIEMHILD

Medium humanoid (human), lawful neutral

Armor Class 15 (padded)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	23 (+6)	13 (+1)	16 (+3)

Saving Throws Dex +8, In +10, Wis +5
Skills Arcana +14, Percpetion +5
Condition Immunities charmed, frightened
Senses passive Perception 15
Languages Common
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If the Daughter fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The Daughter makes either three melee attacks – two with her rapier and one with her dagger – or uses Soul Spear twice.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) force damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Soul Spear. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 21 (6d6) force damage.

Crystal Hail (Recharge 5-6). The Daughter creates a ball of magical crystals, which rains down around a point she can see within 100 feet of her. Each creature within 60 feet of that point must succeed on a DC 19 Dexterity saving throw or take 33 (6d10) force damage.

Legendary Actions

The Daughter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Daughter regains spent legendary actions at the start of her turn.

Attack. The Daughter makes an attack with her rapier.
Move. The daughter moves up to half her speed.
Homing Crystal Soul Mass (Costs 2 Actions). The Daughter summons several darts of solidified magic. The next time a creature starts its turn within 5 feet of the Daughter or enters within 5 feet of the Daughter, it must succeed on a DC 19 Dexterity saving throw or take 17 (5d6) force damage.

LION KNIGHT ALBERT

Medium humanoid (human), lawful neutral

Armor Class 20 (plate, shield)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Str +10, Dex +6, Con +8
Skills Athletics +10, Perception +6
Condition Immunities charmed, frighened
Senses passive Perception 16
Languages Common
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If Albert fails a saving throw, he can choose to succeed instead.

Mighty Wielder. Albert can wield a two-handed melee weapon in one hand and make attacks with it one-handed. If the attack is made with a weapon sized for a Large creature (such as his Large Greataxe), the one-handed attack is made at disadvantage.

Outsize Strength. Albert can use weapons sized for Large creatures with two hands without disadvantage.

Actions

Multiattack. Albert makes two attacks.

Large Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Reactions

Parry. Albert adds 4 to his AC against one attack that would hit him. To do so, albert must see the attacker and be wielding his shield.

Bonus Actions

Shield Master. Albert doffs or dons his shield.

Legendary Actions

Albert can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Albert regains spent legendary actions at the start of his turn.

Detect. Albert makes a Wisdom (Perception) check.
Move. Albert moves up to half his speed.
Attack (Costs 2 Actions). Albert makes one attack with his large greataxe.

ASCENDED WINGED KNIGHT

Large humanoid (hollow), lawful evil

Armor Class 18 (plate)
Hit Points 253 (22d10 + 132)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	10 (+0)	21 (+5)	14 (+2)

Saving Throws Dex +6, Con +11, Cha +7
Skills Athletics +13, Perception +10
Senses passive Perception 20
Languages Common
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Brute. A melee weapon deals one extra die of its damage when the winged knight hits with it (included in the attack).

Actions

Multiattack. The winged knight makes two attacks.

Halberd. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage.

Divine Pillars of Light (Recharge 5-6). The winged knight levitates slightly as it summons beams of divine light from below it. Each creature of its choice within 30 feet of the winged knight must succeed on a DC 18 Dexterity saving throw or take 35 (10d6) radiant damage.

VARIANT ASCENDED WINGED KNIGHT

Some ascended winged knights make use of a pair of handaxes instead of a halberd. These winged knights use the winged knight stat block with the following changes:

- Its Halberd action option is replaced with the following action option:

Handaxe. *Melee or Ranged Weapon Attack:* +13 to hit, reach 5 feet or range 20/60 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

TWIN PRINCES

The two princes rejected their duty to become Lords of Cinder, and settled down far, far away to watch the fire fade from a distance. A curse makes their souls nearly inseparable.

Reminder: Lothric only arrives after Lorian has been reduced to 0 hit points the first time.

LORIAN, ELDER PRINCE

Huge humanoid, chaotic neutral

Armor Class 18 (plate)
Hit Points 304 (21d12 + 168)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	26 (+8)	10 (+0)	13 (+1)	18 (+4)

Saving Throws Str +15, Dex +8, Con +15, Cha +11
Skills Athletics +15, Perception +8
Damage Vulnerabilities cold, force, lightning
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned, prone
Senses passive Perception 18
Languages understands Common but can't speak
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Brotherly Protection. Lothric can ride on Lorian's back as if Lorian were one size larger. While riding Lorian, Lothric has three-quarters cover, automatically succeeds on saving throws, and attacks against Lothric have disadvantage.

Legendary Resistance (3/Day). If Lorian fails a saving throw, he can choose to succeed instead.

Mighty Wielder. Lorian can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Twin Soul. While Lothric is still alive, Lorian can't die or be destroyed. Instead, if an attack or effect reduces Lorian to 0 hit points, or he is targeted by an effect that would instantly kill him, he is reduced to 0 hit points and is unconscious but stabilised. If Lothric dies, Lorian dies as well.

Actions

Multiattack. Lorian makes two attacks with his greatsword.

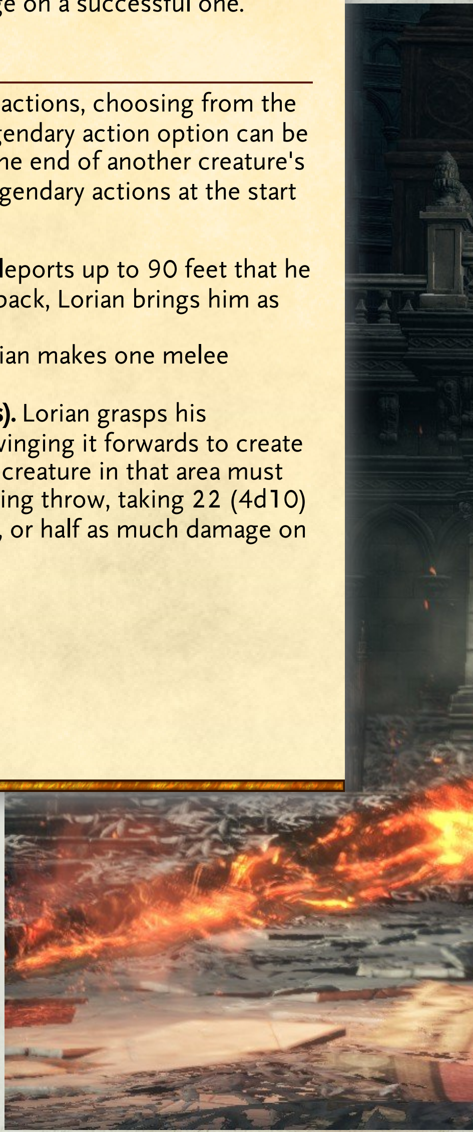
Lorian's Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) magical slashing damage plus 14 (4d6) fire damage.

Holy Flame Beam (Recharge 5-6). Lorian lifts his blade aloft, charging it with holy energy before slamming the sword down, releasing a radiant energy in a 100-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 45 (10d8) radiant damage plus 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Lorian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Lorian regains spent legendary actions at the start of its turn.

Teleport. Lorian magically teleports up to 90 feet that he can see. If Lothric is on his back, Lorian brings him as well.
Attack (Costs 2 Actions). Lorian makes one melee weapon attack.
Flame Wave (Costs 3 Actions). Lorian grasps his greatsword in two hands, swinging it forwards to create a 15-foot cone of fire. Each creature in that area must make a DC 19 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.



Lothric, Younger Prince

Huge humanoid, chaotic neutral

Armor Class 11 (padded cloth)
Hit Points 242 (44d12 - 44)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	9 (-1)	19 (+4)	28 (+9)	24 (+7)

Saving Throws Dex +4, Int +7, Wis +13, Cha +11
Skills Arcana +7, History +7, Perception +13, Religion +7
Damage Vulnerabilities cold, lightning
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 23
Languages Common
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

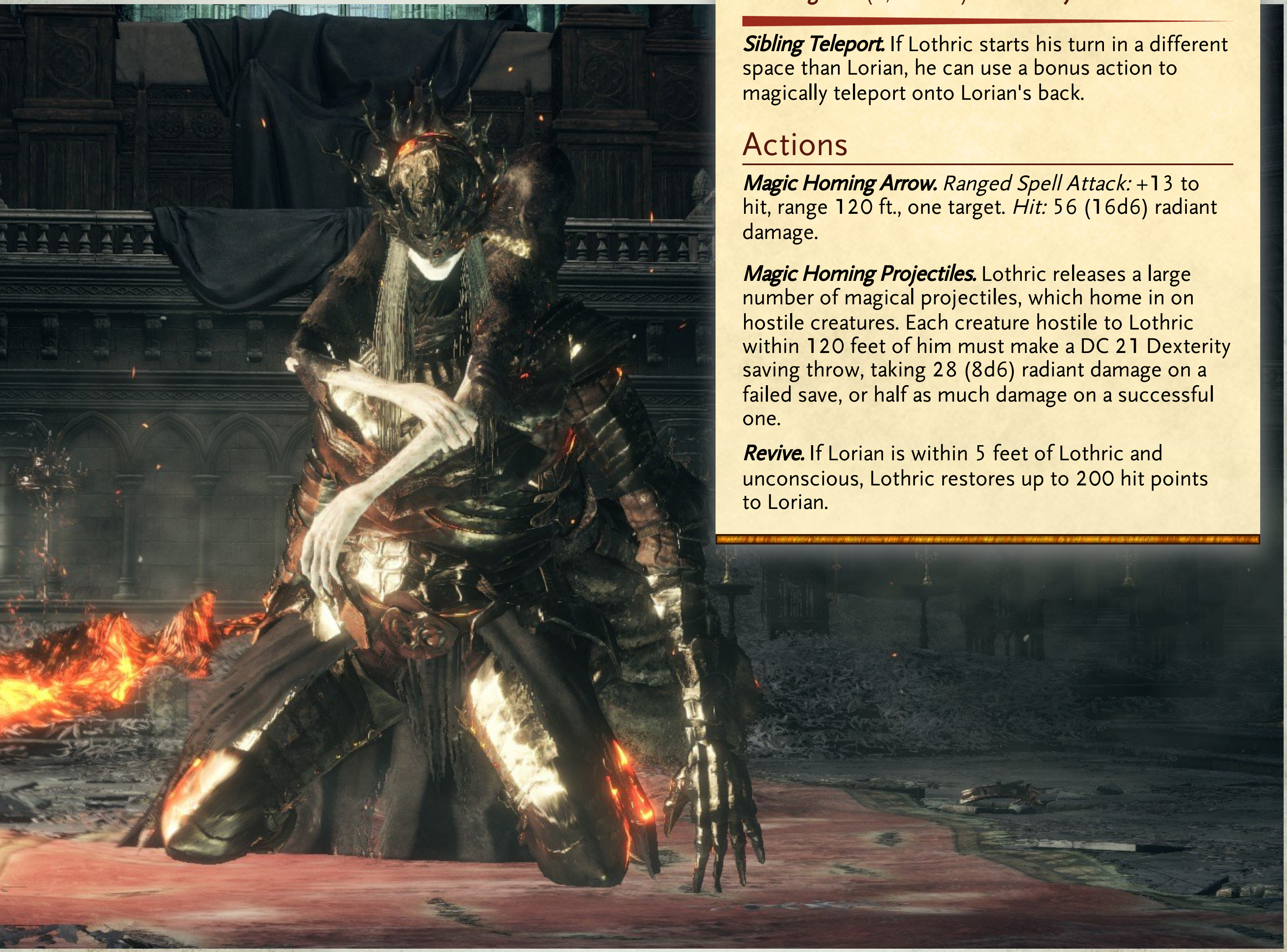
Sibling Teleport. If Lothric starts his turn in a different space than Lorian, he can use a bonus action to magically teleport onto Lorian's back.

Actions

Magic Homing Arrow. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 56 (16d6) radiant damage.

Magic Homing Projectiles. Lothric releases a large number of magical projectiles, which home in on hostile creatures. Each creature hostile to Lothric within 120 feet of him must make a DC 21 Dexterity saving throw, taking 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

Revive. If Lorian is within 5 feet of Lothric and unconscious, Lothric restores up to 200 hit points to Lorian.



SERPENT-MAN

Medium monstrosity, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +7, Con +8, Cha +5
Skills Perception +6
Damage Vulnerabilities cold, lightning
Damage Resistances fire; bludgeoning and slashing from nonmagical attacks
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Brute. A melee weapon deals one extra die of its damage when the serpent-man hits with it (included in the attack).

Standing Leap. The serpent-man's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

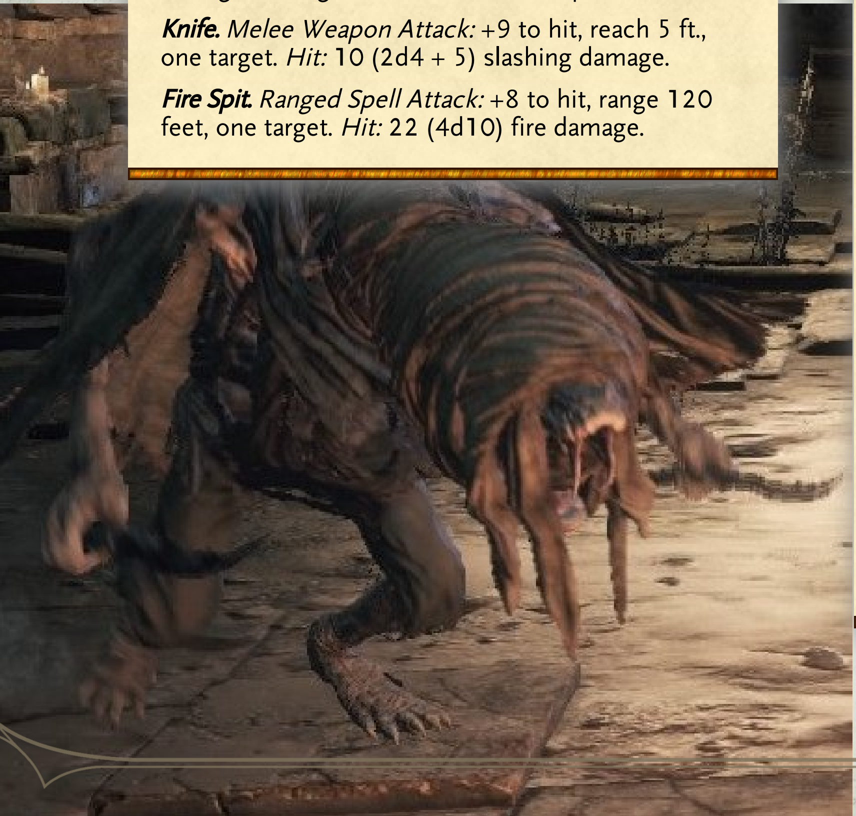
Actions

Multiattack. The serpent-man makes three attacks: two attacks with its knife and one with its bite. If it has both of its knives drawn, it can make an additional knife attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) poison damage. If the target is a Large or smaller creature it must succeed on a DC 17 Strength saving throw or be knocked prone.

Knife. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Fire Spit. *Ranged Spell Attack:* +8 to hit, range 120 feet, one target. *Hit:* 22 (4d10) fire damage.



VARIANT SERPENT-MAN

Some of the serpent-men arm themselves not with knives, but shotels and shields, from small round bucklers to large greatshields painted in symbols of the archdragons. These serpent-men use the **serpent-man** statistics with the following changes:

- It has a challenge rating of 10 (5,900 XP)
- Its armor class is 19 (natural armor, shield)
- It loses access to the Knives action option, and gains access to the Shotel action option: ***Shotel.*** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 14 (2d8 + 5) slashing damage.
- Its Multiattack becomes: ***Mutliattack.*** The man-drake makes three attacks: one with its bite and two with its shotel.

GIANT SERPENT-MAN

Large monstrosity, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Dex +5, Con +9, Cha +8
Skills Perception +7
Damage Vulnerabilities cold, lightning
Damage Resistances fire; bludgeoning and slashing from nonmagical attacks
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

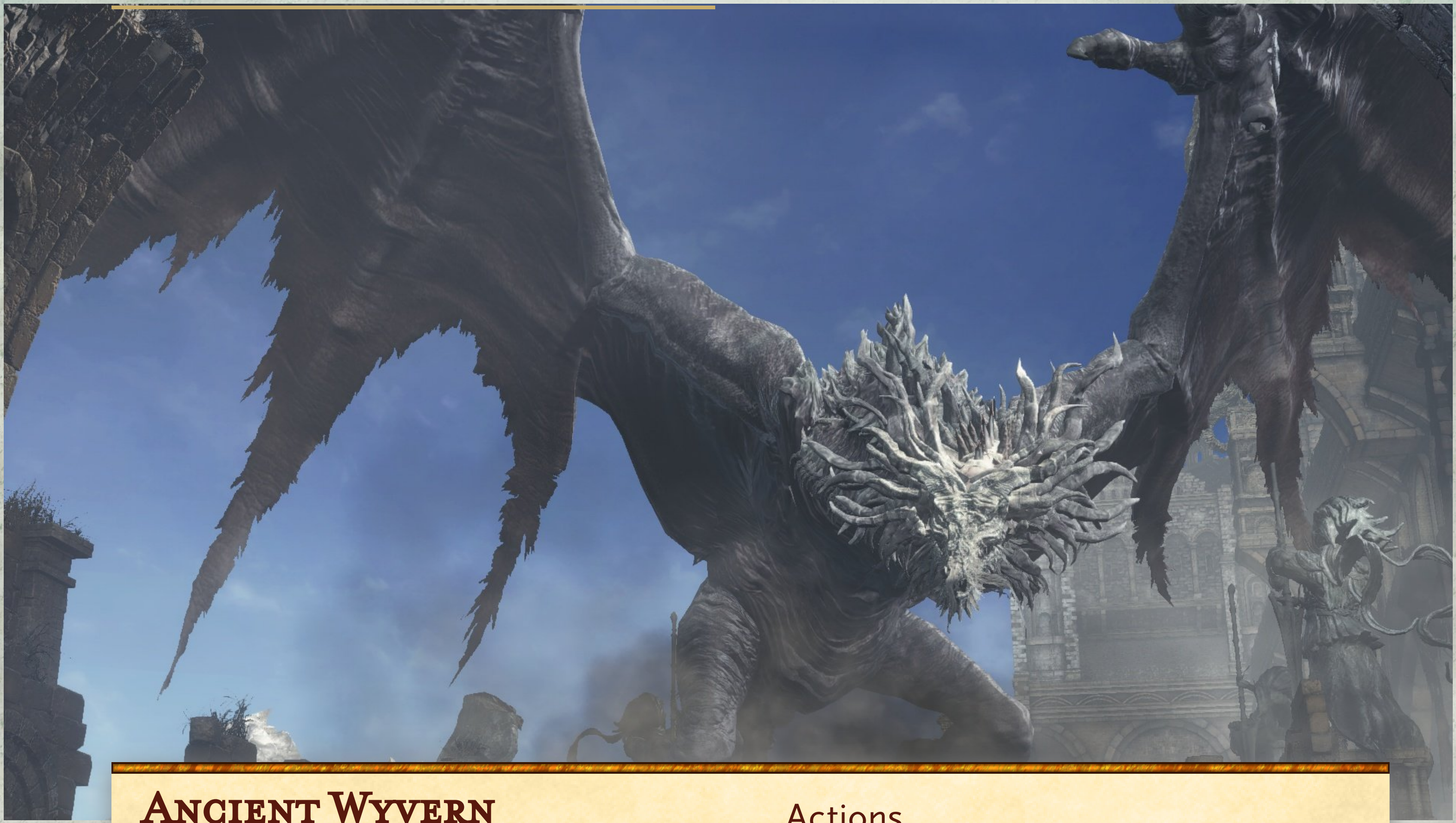
Brute. A melee weapon deals one extra die of its damage when the serpent-man hits with it (included in the attack).

Actions

Multiattack. The serpent-man makes two melee attacks.

Chain Greataxe. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Fire Breath (Recharge 6). The serpent-man breaths fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.



ANCIENT WYVERN

Gargantuan dragon, unaligned

Armor Class 23 (natural armor)
Hit Points 231 (14d20 + 84)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	22 (+6)	4 (-3)	10 (+1)	11 (+0)

Saving Throws Wis +7, Cha +7
Skills Perception +14
Damage Vulnerabilities cold, lightning
Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonnagical attacks
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 24
Languages undestands Draconic but can't speak
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the Ancient Wyvern fails a saving throw, it can choose to succeed instead.

Vulnerable Head. When a creature targets the Ancient Wyvern with an attack, they can choose to target its head. The attack is made with disadvantage, and the Ancient Wyvern has vulnerability to all damage it takes in this way. If the attack is a critical hit, the Ancient Wyvern is instantly killed.

Actions

Stomp. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Fire Breath. The Ancient Wyvern exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Ancient Wyvern can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Ancient Wyvern regains spent legendary actions at the start of its turn.

Detect. The wyvern makes a Wisdom (Perception) check.
Attack (Costs 2 Actions). The wyvern makes an attack.
Wing Attack (Costs 2 Actions). The Ancient Wyvern beats its wings. Each creature within 15 feet of the Ancient Wyvern must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone.

ROCK LIZARD

Medium monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 115 (10d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	24 (+7)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances cold, fire, lightning, necrotic, poison; piercing and slashing from nonmagical attacks
Senses passive Perception 11
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

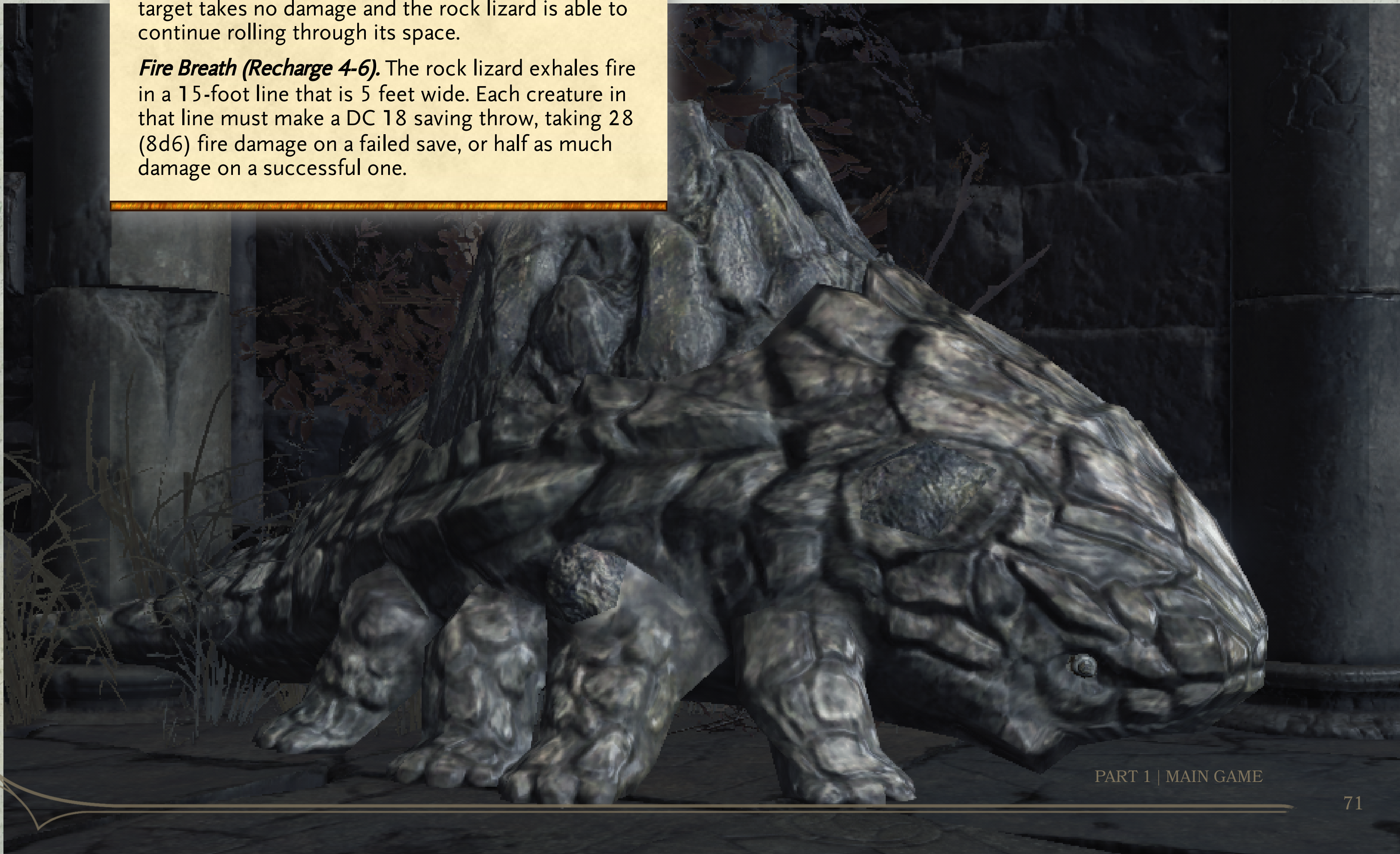
Stable. The rock lizard has advantage on checks and saving throws to avoid being pushed or knocked prone.

Actions

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Roll. The rock lizard rolls up to 60 feet, ignoring difficult terrain. If a creature is in the rock lizard's path, the creature must make a DC 17 Dexterity saving throw. On a failed save, the target takes 13 (2d8 + 6) bludgeoning damage for every 10 feet the rock lizard has rolled and is knocked prone, and the rock lizard stops rolling. On a successful save, the target takes no damage and the rock lizard is able to continue rolling through its space.

Fire Breath (Recharge 4-6). The rock lizard exhales fire in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 18 saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.



SERPENT-MAN SUMMONER

Medium monstrosity, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 142 (19d8 + 57)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Int +5, Wis +5, Cha +7
Skills Perception +8
Damage Vulnerabilities cold, lightning
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 18
Languages Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The serpent-man has advantage on saving throws against spells and other magical effects.

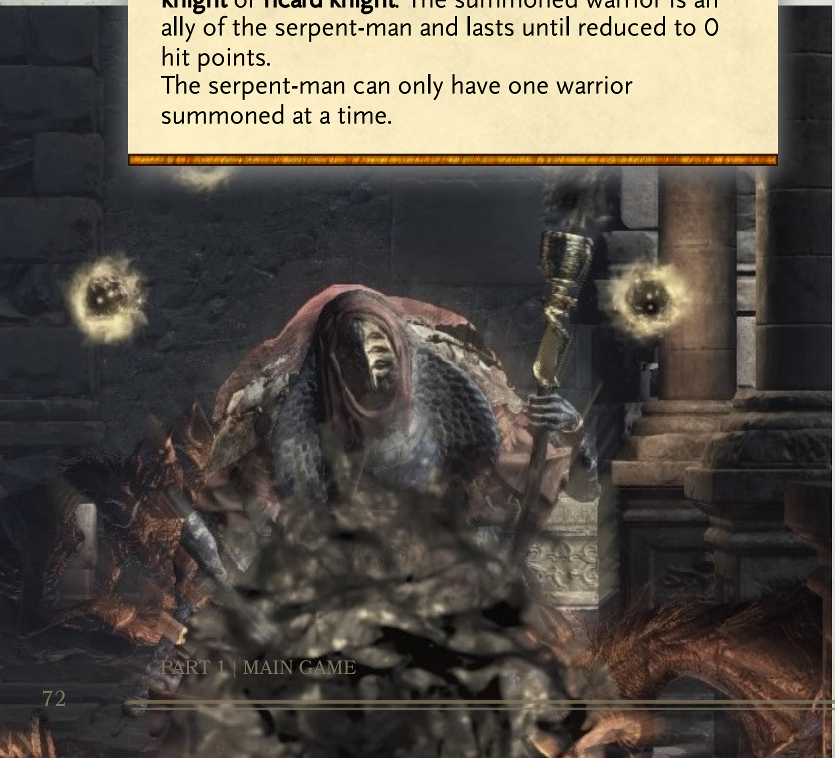
Actions

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands

Firebolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

Homing Soul Mass. The serpent-man summons several darts of solidified magic. The next time a creature starts its turn within 5 feet of the man-drake or enters within 5 feet of the serpent-man, it must succeed on a DC 15 Dexterity saving throw or take 17 (5d6) force damage.

Summon Warrior. The man-drake rings its bell to magically summon one warrior in an unoccupied space within 120 feet of it: either the **drakeblood knight** or **ricard knight**. The summoned warrior is an ally of the serpent-man and lasts until reduced to 0 hit points.
The serpent-man can only have one warrior summoned at a time.



DRAKEBLOOD KNIGHT

Medium humanoid (human), lawful neutral

Armor Class 20 (plate, shield)
Hit Points 142 (15d8 + 77)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	21 (+5)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +12, Con +10, Wis +7
Skills Athletics +12, Perception +7
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Common
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the ricard knight fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The knight makes three attacks.

Drakeblood Sword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if wielded with two hands, plus 3 (1d6) lightning damage while Lightning Blade is active.

Bonus Actions

Lightning Blade (Recharge 5-6). The knight imbues its weapon with lightning for 1 minute. While imbued, the knight's weapon deals an additional 3 (1d6) lightning damage.

Shield Master. The knight doffs or dons its shield.

Legendary Actions

The knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The knight regains spent legendary actions at the start of its turn.

Attack. The knight makes an attack with its Drakeblood Sword.
Detect. The knight makes a Wisdom (Perception) check.
Move. The knight moves up to half its speed.

Ricard Knight

Medium humanoid (human), lawful neutral

Armor Class 19
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	19 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +12, Int +6, Wis +7
Skills Acrobatics +12, Perception +7
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Common, Draconic
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Unarmored Defense. While the ricard knight isn't wearing armor or wielding a shield, it adds its Wisdom modifier to its AC (included in his AC).

Legendary Resistance (3/Day). If the ricard knight fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The ricard knight makes three attacks with his rapier.

Rapier. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Ricard Flourish (Recharge 4-6). The ricard knight makes 6 attacks with his rapier against a single target within reach.

Legendary Actions

The ricard knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The ricard knight regains spent legendary actions at the start of his turn.

Detect. The ricard knight makes a Wisdom (Perception) check.
Move. The ricard knight moves up to half his speed.
Flurry (Costs 2 Actions). The ricard knight uses his multiattack.

Havel Knight

Medium humanoid (hollow), lawful neutral

Armor Class 20 (plate, shield)
Hit Points 304 (29d8 + 174)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	23 (+6)	11 (+0)	15 (+2)	20 (+5)

Saving Throws Str +14, Con +12, Wis +8, Cha +11
Skills Athletics +14, Perception +8
Damage Resistances fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the havel knight fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The havel knight maks two attacks.

Dragon Tooth. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 25 (5d6 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone and incapacitated until the end of its next turn.

Stone Flesh (Recharge 5-6). The havel knight magically coats itself in stone, gaining 60 temporary hit points. While these temporary hit points last, the havel knight can't take the Dash or Dodge action, and is immune to being incapacitated, knocked prone, pushed, pulled, or stunned.

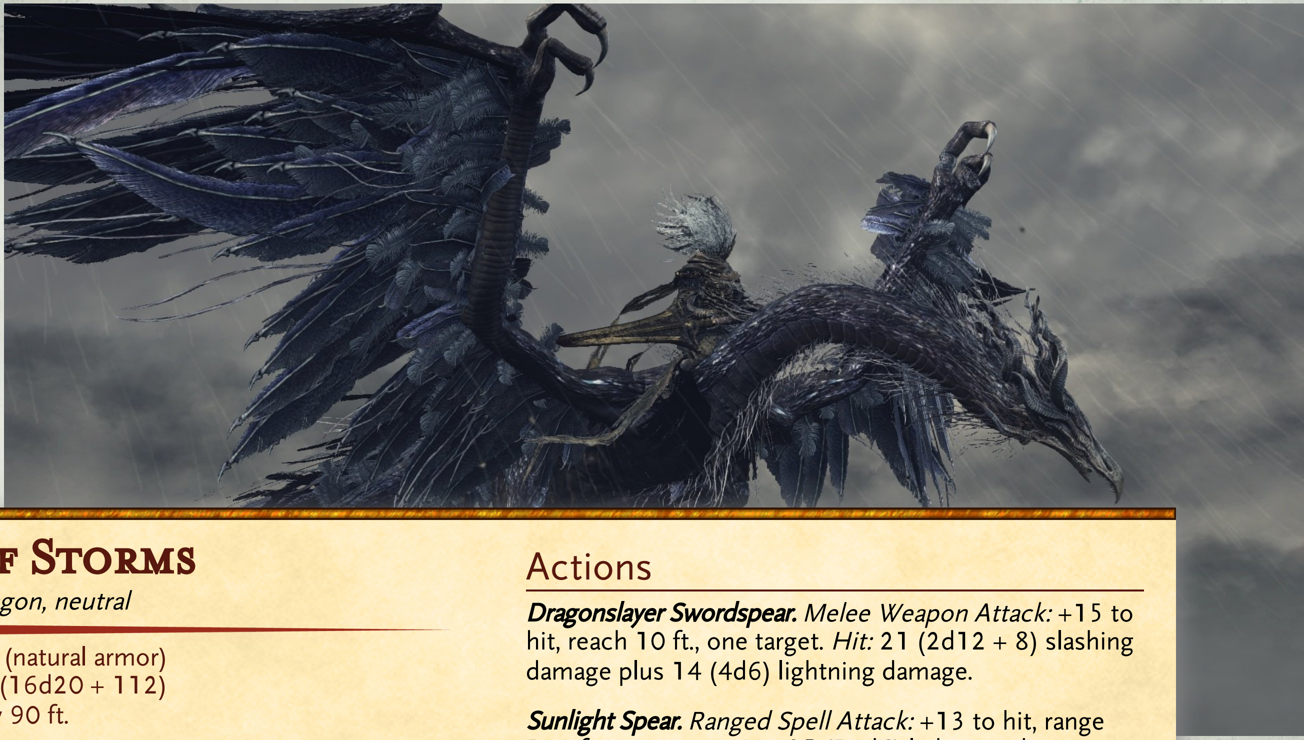
Legendary Actions

The havel knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The havel knight regains spent legendary actions at the start of its turn.

Detect. The havel knight makes a Wisdom (Perception) check.
Move. The havel knight moves up to half its speed.
Attack (Costs 2 Actions). The havel knight makes one attack with its Dragon Tooth.

KING OF STORMS / NAMLESS KING

The Nameless King was once a dragon-slaying god of war, before he sacrificed everything to ally himself with the ancient dragons.



KING OF STORMS

Gargantuan dragon, neutral

Armor Class 21 (natural armor)
Hit Points 297 (16d20 + 112)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	24 (+7)	14 (+2)	19 (+4)	23 (+6)

Saving Throws Dex +9, Wis +11, Cha +13
Skills Athletics +15, Perception +18
Damage Vulnerabilities cold, lightning
Damage Resistances fire, poison
Condition Immunities charmed, frightened
Senses passive Perception 28
Languages Celestial, Common, Draconic
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Soul Absorption (Recharges after a Short or Long Rest). If the King of Storms is reduced to 0 hit points or targeted by an effect that would instantly kill or destroy it, it is not knocked unconscious, killed, or destroyed. Instead, the mount dies, with the rider absorbing its soul, transforming into the Nameless King. Its initiative count doesn't change.

Legendary Resistance (3/Day). If the King of Storms fails a saving throw, it can choose to succeed instead.

Flyby. The King of Storms doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Two as One. The King of Storms is a single creature, composed of a rider and its mount, who are inseperable as long as the King of Storms has at least 1 hit point. Additionally, the King of Storms has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Dragonslayer Swordspear. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) slashing damage plus 14 (4d6) lightning damage.

Sunlight Spear. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 35 (10d6) lightning damage.

Fire Breath (Recharge 5-6). The King of Storms exhales fire in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The King of Storms can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The King of Storms regains spent legendary actions at the start of its turn.

Attack. The King of Storms makes a melee attack.
Move. The King of Storms moves up to half its fly speed.
Falling Bolt (Costs 2 Actions). The King of Storms grasps its swordspear in its hands, lifting it aloft as it charges with lightning, before slamming it down on a foe. The King of Storms makes an attack with its swordspear against a creature within reach. On a hit, the target takes damage as normal. Hit or miss, a burst of lightning radiates out from the target. Each creature other than the King of Storms within 10 feet of the target must make a DC 21 Dexterity saving throw, taking 17 (7d4) lightning damage on a failed save, or half as much damage on a successful one.

Nameless King

Large celestial, neutral

Armor Class 22 (natural armor)
Hit Points 300 (24d10 + 168)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+2)	24 (+7)	16 (+3)	21 (+5)	26 (+8)

Saving Throws Dex +9, Con +14, Wis +12, Cha +15
Skills Athletics +15, History +10, Perception +12, Religion +10
Damage Vulnerabilities fire, necrotic
Damage Resistances cold, lightning, radiant
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 22
Languages Celestial, Common, Draconic
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Legendary Resistance (2/Day). If the Nameless King fails a saving throw, he can choose to succeed instead.

Wind Ward. The Nameless king is surrounded by a whirling aura of wind. Ranged weapon attacks agains the Nameless King have disadvantage.

Actions

Multiattack. The Nameless King makes two attacks with his swordspear.

Dragonslayer Swordspear. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) slashing damage plus 14 (4d6) lightning damage.

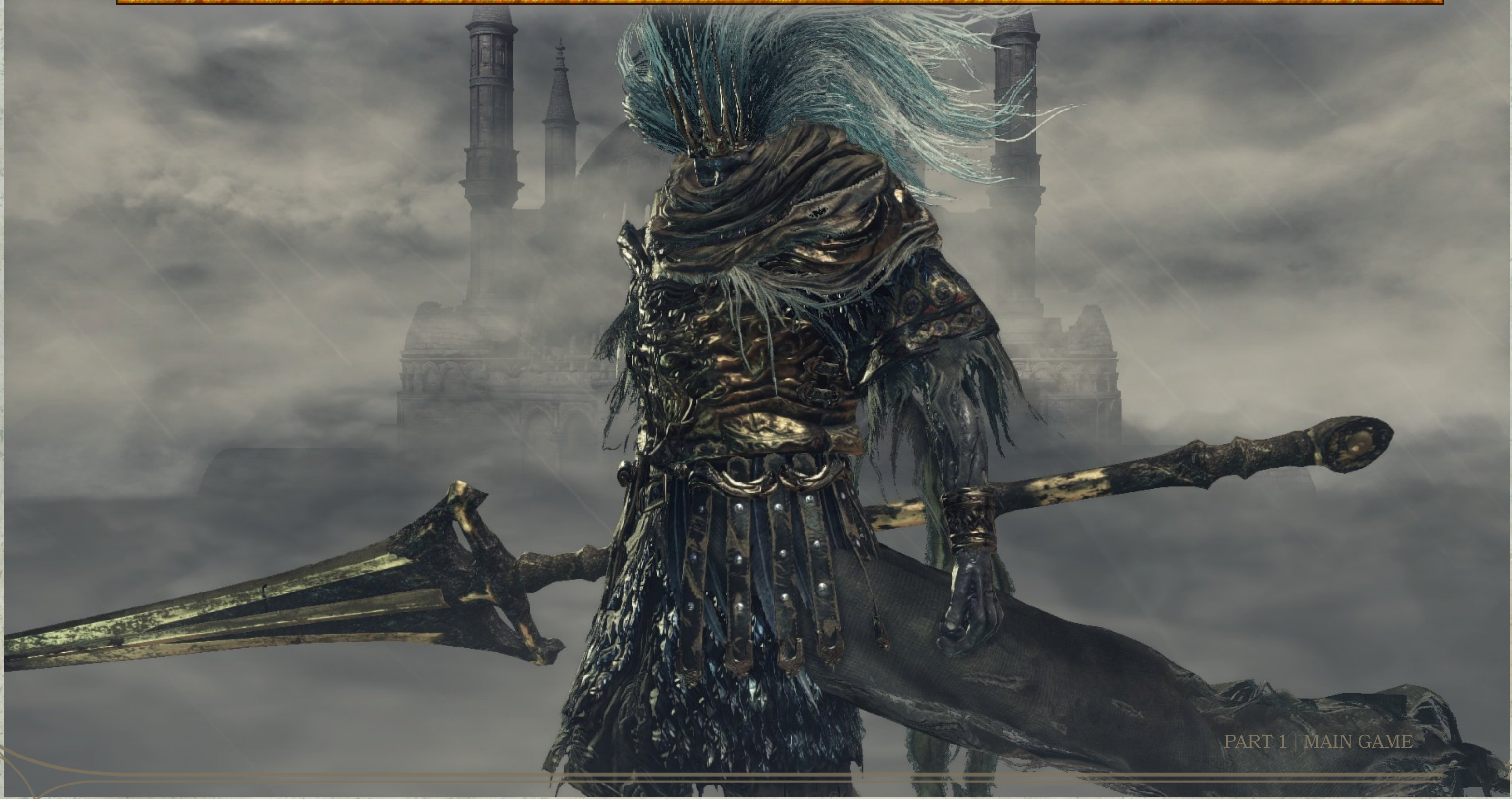
Lightning Strike. The Nameless King holds his swordspear aloft, calling lightning down onto a point within 120 ft. of him that he can see. Each creature within 5 feet of that point must make a DC 23 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Swordspear Thrust (Recharge 5-6). The Nameless king moves up to 30 feet without provoking opportunity attacks and makes an attack with its dragonslayer swordspear against a Medium or smaller creature within reach. On a hit, the target takes an additional 36 (8d8) lightning damage and is thrown up to 30 feet, landing prone.

Legendary Actions

The Nameless King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Nameless King regains spent legendary actions at the start of his turn.

Attack. The Nameless King makes an attack with his swordspear.
Shockwave. The Nameless King swings his swordspear, gererating a shockwave in a 90-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 23 Dexterity saving throw or be knocked prone.
Falling Bolt (Costs 2 Actions). The Nameless King grasps his swordspear in his hands, lifting it aloft as he charges with lightning, before slamming it down on a foe. The Nameless King makes an attack with his swordspear against a creature within reach. On a hit, the target takes damage as normal. Hit or miss, a burst of lightning radiates out from the target. Each creature other than the King of Storms within 20 feet of the target must succeed on a DC 23 Dexterity saving throw or take 17 (7d4) lightning damage.



SOUL OF CINDER (FIRST FORM)

Large celestial, lawful neutral

Armor Class 18 (plate)
Hit Points 437 (35d10 + 245)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	24 (+7)	23 (+6)	22 (+6)	25 (+7)

Saving Throws Dex +14, Con +15, Int +14, Wis +14, Cha +15
Skills Arcana +14, Athletics +16, Acrobatics +14, Perception +22, Religion +14
Damage Vulnerabilities lightning, necrotic
Damage Resistances fire
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 32
Languages all
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Legendary Resistance (3/Day in this form). If the Soul of Cinder fails a saving throw, it can choose to succeed instead.

Magic Weapons. The Soul of Cinder's weapon attacks are magical.

Old Gods of Lordran (Recharges after a Short or Long Rest). If the Soul of Cinder is reduced to 0 hit points or targeted by an effect that would instantly kill or destroy it, it is not knocked unconscious, killed, or destroyed. Instead, it stabs its coiled sword into the ground, instantly transforming into its second form in a fiery explosion. Its initiative count doesn't change. Each creature within 10 feet of the Soul of Cinder when this ability is activated must succeed on a DC 23 Dexterity saving throw or take 18 (4d8) fire damage and be knocked prone.

Bonus Actions

Coiled Sword. The Soul of Cinder weilds a coiled sword, and can use a bonus action to change the sword's form: it can be a curved sword, a longsword, a spear, or a staff. Each form of the sword gives the Soul of Cinder access to different action options and different legendary action options.

Legendary Actions

The Soul of Cinder can take 3 legendary actions, choosing from the option below, as well as any granted by its coiled swords current form. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Soul of Cinder regains spent legendary actions at the start of its turn.

Detect. The Soul of Cinder makes a Wisdom (Perception) check.

SOUL OF CINDER

Since Lord Gwyn, the first Lord of Cinder, many exalted lords have linked the First Flame, and it is their very souls that have manifested themselves as defender of the flame.

CURVED SWORD

Actions

Multiattack. The Soul of Cinder makes two curved sword attacks.

Coiled Curved Sword. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 14 (4d6) fire damage.

Fire Orb. The Soul of Cinder throws a ball of fire at a point within 60 feet of it that it can see. Each creature within 5 feet of that point must make a DC 23 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

Attack. The Soul of Cinder makes one curved sword attack.
Woodgrain Ring Movement. The Soul of Cinder moves up to half its speed without provoking opportunity attacks.
Poison Mist (Costs 3 Actions). The Soul of Cinder belches poisonous gas that fills a 20-foot cube centred on it. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, a creature takes 36 (8d8) poison damage and is poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

SPEAR

Actions

Multiattack. The Soul of Cinder makes two spear attacks.

Coiled Spear. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage, or 17 (2d8 + 8) piercing damage if wielded with two hands, plus 14 (4d6) fire damage.

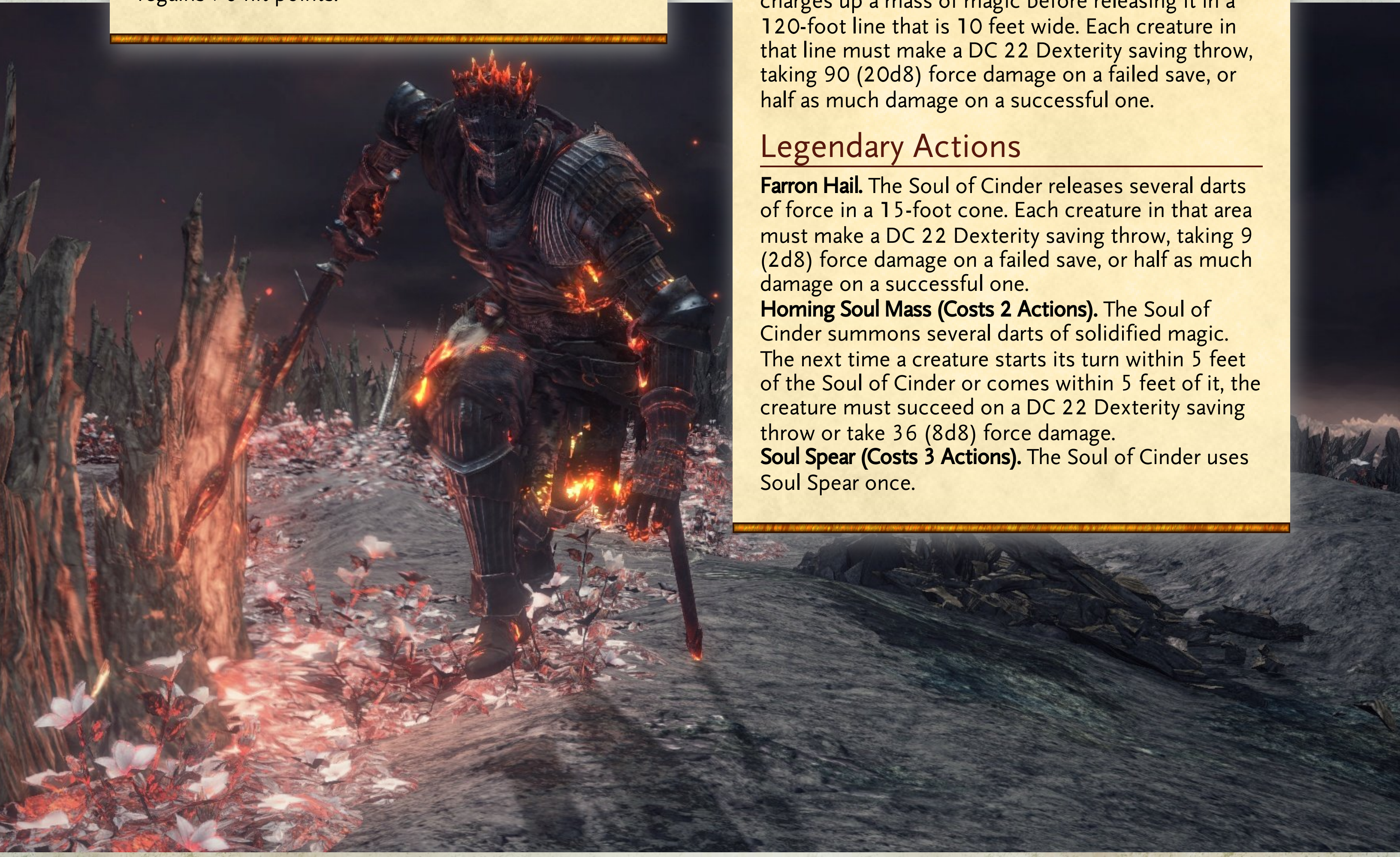
Charge. The Soul of Cinder holds its spear before it and moves up to its speed in a straight line. Each Medium or smaller creature in that path must succeed on a DC 24 Dexterity saving throw or be moved with the Soul of Cinder, taking 6 (1d12) piercing damage and 4 (1d8) fire damage for every 10 feet it is moved.

Legendary Actions

Attack. The Soul of Cinder makes one spear attack.

Wrath of the Gods (Costs 2 Actions). The Soul of Cinder releases a powerful blast. Each creature within 10 feet of the Soul of Cinder must make a DC 22 Strength saving throw. On a failed save, a creature takes 36 (8d8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Med Heal (Costs 3 Actions). The Soul of Cinder regains 70 hit points.



LONGSWORD

Actions

Multiattack. The Soul of Cinder makes two longsword attacks.

Coiled Longsword. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, or 19 (2d10 + 8) slashing damage if wielded with two hands, plus 14 (4d6) fire damage.

Legendary Actions

Attack. The Soul of Cinder makes one longsword attack.

Move. The Soul of Cinder moves up to half its speed.

STAFF

Actions

Soul Greatsword. *Melee Spell Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 51 (10d8 + 6) force damage.

Soul Spear. *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. Hit: 56 (16d6) force damage.

Soul Stream (Recharge 5-6). The Soul of Cinder charges up a mass of magic before releasing it in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 90 (20d8) force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Farron Hail. The Soul of Cinder releases several darts of force in a 15-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 9 (2d8) force damage on a failed save, or half as much damage on a successful one.

Homing Soul Mass (Costs 2 Actions). The Soul of Cinder summons several darts of solidified magic. The next time a creature starts its turn within 5 feet of the Soul of Cinder or comes within 5 feet of it, the creature must succeed on a DC 22 Dexterity saving throw or take 36 (8d8) force damage.

Soul Spear (Costs 3 Actions). The Soul of Cinder uses Soul Spear once.

Soul of Cinder (Second Form)

Large celestial, lawful neutral

Armor Class 18 (plate)
Hit Points 425 (34d10 + 238)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	24 (+7)	23 (+6)	22 (+6)	30 (+10)

Saving Throws Dex +14, Con +15, Int +14, Wis +14, Cha +18
Skills Arcana +14, Athletics +18, Acrobatics +14, Perception +22, Religion +14
Damage Vulnerabilities lightning, necrotic
Damage Resistances fire
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 32
Languages all
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Legendary Resistance (2/Day in this form). If the Soul of Cinder fails a saving throw, it can choose to succeed instead.

Magic Weapons. The Soul of Cinder's weapon attacks are magical.

Actions

Multiattack. The Soul of Cinder makes two greatsword attacks.

Coiled Greatsword. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 14 (4d6) fire damage.

Sunlight Spear. *Melee or Ranged Spell Attack:* +18 to hit, reach 5 ft. or range 150 ft., one target. *Hit:* 44 (8d10) lightning damage.

Grab. The Soul of Cinder attempts to grab and incinerate a Medium or smaller creature within 5 feet of it. The target must succeed on a DC 26 Dexterity saving throw or take 66 (12d10) fire damage and be thrown up to 30 feet away from the Soul of Cinder, landing prone.

Lord of Cinder (Recharge 5-6). The Soul of Cinder causes large flames to erupt from its greatsword, extending its reach, before making five rapid swings around it. Each creature within 15 feet of the Soul of Cinder must make a DC 26 Dexterity saving throw, taking 70 (20d6) slashing damage and 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Soul of Cinder can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Soul of Cinder regains spent legendary actions at the start of its turn.

Detect. The Soul of Cinder makes a Wisdom (Perception) check.
Move. The Soul of Cinder moves up to its speed.
Sunlight Spear (Costs 2 Actions). The Soul of Cinder uses Sunlight Spear.
Spear Storm (Costs 3 Actions). The Soul of Cinder hurls a bolt of lightning into the sky, causing multiple bolts to rain down around a point it can see within 150 feet of it. Each creature within 15 feet of that point must make a DC 26 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

FARRON FOLLOWER

Large humanoid (hollow), neutral evil

Armor Class 14 (scale mail)
Hit Points 178 (21d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	19 (+4)	7 (-2)	11 (+0)	9 (-1)

Saving Throws Dex +3, Int +1, Wis +3
Skills Athletics +9, Perception +3
Damage Vulnerabilities fire, poison
Damage Resistances cold
Senses passive Perception 13
Languages Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the follower hits with it (included in the attack).

Varied Weaponry. The follower has different action options based on which weapon it wields: sabre and torch, spear, or torch.

Actions For Sabre and Torch

Multiattack. The follower makes four attacks: two with its sabre and two with its torch.

Sabre. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Torch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) fire damage.

Actions For Spear

Multiattack. The follower makes three attacks with its spear.

Spear. *Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if wielded with two hands. If the spear is thrown, it immediately returns to the followers hands.

Actions For Torch

Multiattack. The follower makes three attacks with its torch.

Torch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) fire damage.

Fire Spray (Recharge 5-6). The follower spews fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 39 (6d12) fire damage on a failed save, or half as much damage on a successful one.

TREE WOMAN

Huge plant, neutral

Armor Class 16 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Con +9, Wis +6
Skills Perception +6
Damage Vulnerabilities fire
Damage Resistances bludgeoning, lightning, piercing
Damage Immunities cold, poison
Condition Immunities poisoned
Senses passive Perception 16
Languages understands Common but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

False Appearance. While the tree woman remains motionless, she is indistinguishable from a normal tree.

Actions

Multiattack. The tree woman makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Homing Flame. The tree woman releases a mass of flaming motes at a target she can see within 120 feet of her. The target must make a DC 17 Dexterity saving throw, taking 49 (9d10) fire damage on a failed save, or half as much damage on a successful one.

Frost Breath (Recharge 5-6). The tree woman breathes out a frostbitten breath in a 45-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 35 (10d6) cold damage and is slowed as per the *slow* spell for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
On a successful save, a creature takes half as much damage and isn't slowed.

WOLF

Medium beast, unaligned

Armor Class 16 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +5, Stealth +7
Senses passive Perception 15
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The wolf makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

CORVIAN SETTLER

Medium humanoid (corvian), lawful neutral

Armor Class 10 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	15 (+2)	18 (+4)	13 (+1)	8 (-1)

Damage Vulnerabilities fire, necrotic
Damage Resistances cold, lightning, poison
Senses passive Perception 19
Languages Common, Corvian
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Soul Arrow. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (3d6) force damage.

CORVIAN KNIGHT

Large humanoid (corvian), lawful evil

Armor Class 18 (plate)
Hit Points 199 (19d10 + 95)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	21 (+5)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +11, Con +10, Wis +8
Skills Acrobatics +11, Perception +8
Damage Vulnerabilities cold, lightning, necrotic
Damage Resistances fire
Senses passive Perception 18
Languages Common, Corvian
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Varied Weaponry. The corvian knight has different action options based on which weapon it wields: a rapier or crow talons.

Actions For Rapier

Multiattack. The corvian knight makes four attacks with its rapier or five attacks with its darts.

Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Dart. *Ranged Weapon Attack:* +11 to hit, range 20/60 ft., one target. *Hit:* 11 (2d4 + 6) piercing damage.

Peck (Recharge 5-6). The corvian knight leaps onto the shoulders of a Medium or smaller creature and pecks at it with its beak. The target must succeed on a DC 19 Dexterity saving throw or take 66 (12d10) piercing damage.

Actions For Crow Talons

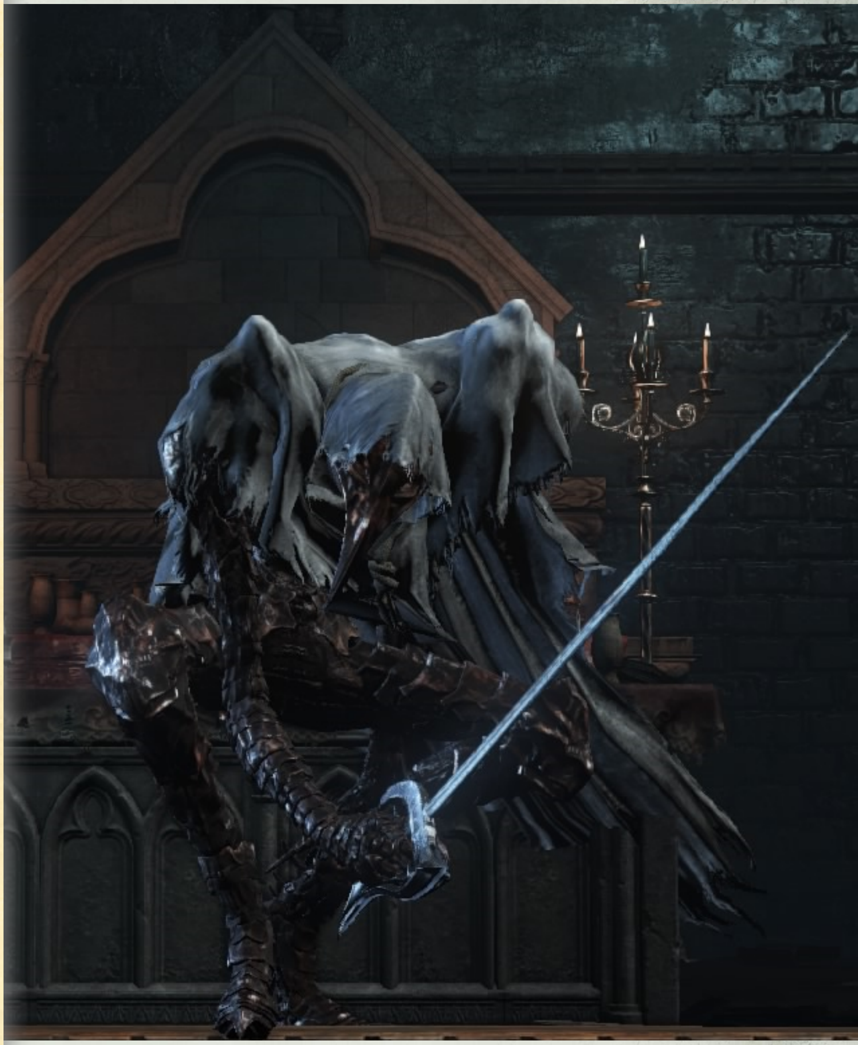
Multiattack. The corvian knight makes four attacks with its crow talons.

Crow Talons. *Melee Weapon Attack:* +11 ot hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Peck (Recharge 5-6). The corvian knight leaps onto the shoulders of a Medium or smaller creature and pecks at it with its beak. The target must succeed on a DC 19 Dexterity saving throw or take 66 (12d10) piercing damage.

Reactions

Slow Fall. The corvian knight reduces the damage it takes from falling by 40 points of damage.



MILLWOOD KNIGHT

Large humanoid (hollow), chaotic evil

Armor Class 18 (plate)
Hit Points 241 (21d10 + 126)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	18 (+4)	17 (+3)	14 (+2)

Saving Throws Dex +5, Con +11, Cha +7
Skills Athletics +13, Perception +8
Damage Vulnerabilities cold, lightning, necrotic
Damage Resistances fire
Senses passive Perception 18
Languages Common
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

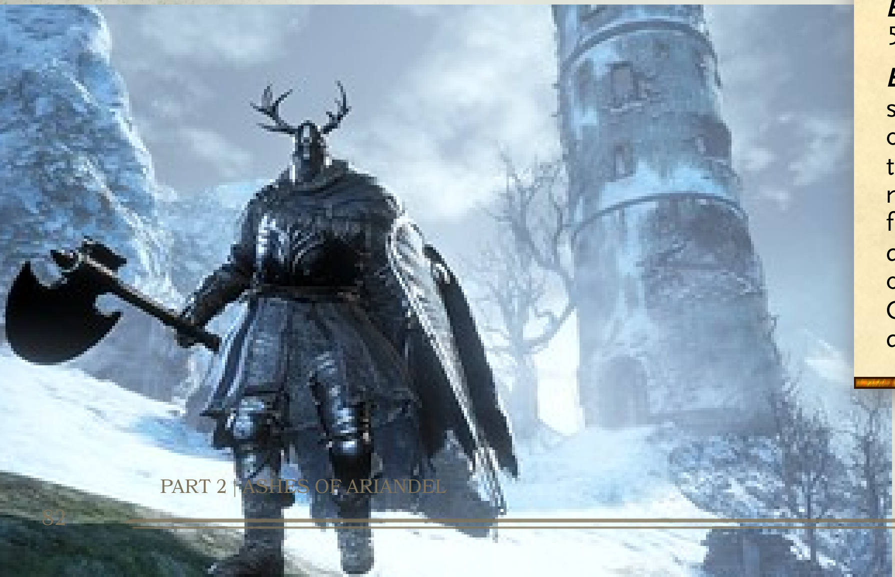
Actions

Multiattack. The millwood knight makes two melee attacks.

Quakestone Hammer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Millwood Greatbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage. Hit or miss, all creatures within 10 feet of the target (including the target) must make a DC 21 Constitution saving throw. On a failed save, a creature takes 11 (2d10) thunder damage and is knocked prone.
On a successful save, a creature takes half as much damage and isn't knocked prone.

Quake (Recharge 5-6). The millwood knight slams his hammer into the ground before wrenching it out, creating a small shockwave. Each creature within 15 feet of the millwood knight must make a DC 21 Dexterity saving throw. On a failed save, a target takes 42 (12d6) thunder damage and is knocked prone.
On a successful save, the target takes half as much damage and isn't knocked prone.



VARIANT MILLWOOD KNIGHT

Some Millwood knights use an axe and shield instead of the Quakstone Hammer. These knights use the **millwood knight** statistics with the following changes:

- It has a challenge rating of 11 (7,200 XP)
- Its armor class is 20 (plate, shield)
- It loses access to the Quakestone Hammer and Quake action options, and gains access to the Battleaxe action option:
- ***Battleaxe.*** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, or 19 (2d10 + 8) slashing damage if wielded with two hands.

MILLWOOD CHIEFTAIN

Large humanoid (hollow), chaotic evil

Armor Class 18 (plate)
Hit Points 287 (23d10 + 161)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	18 (+4)	17 (+3)	14 (+2)

Saving Throws Dex +5, Con +12, Cha +7
Skills Athletics +13, Perception +8
Damage Vulnerabilities cold, lightning, necrotic
Damage Resistances fire
Senses passive Perception 18
Languages Common
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

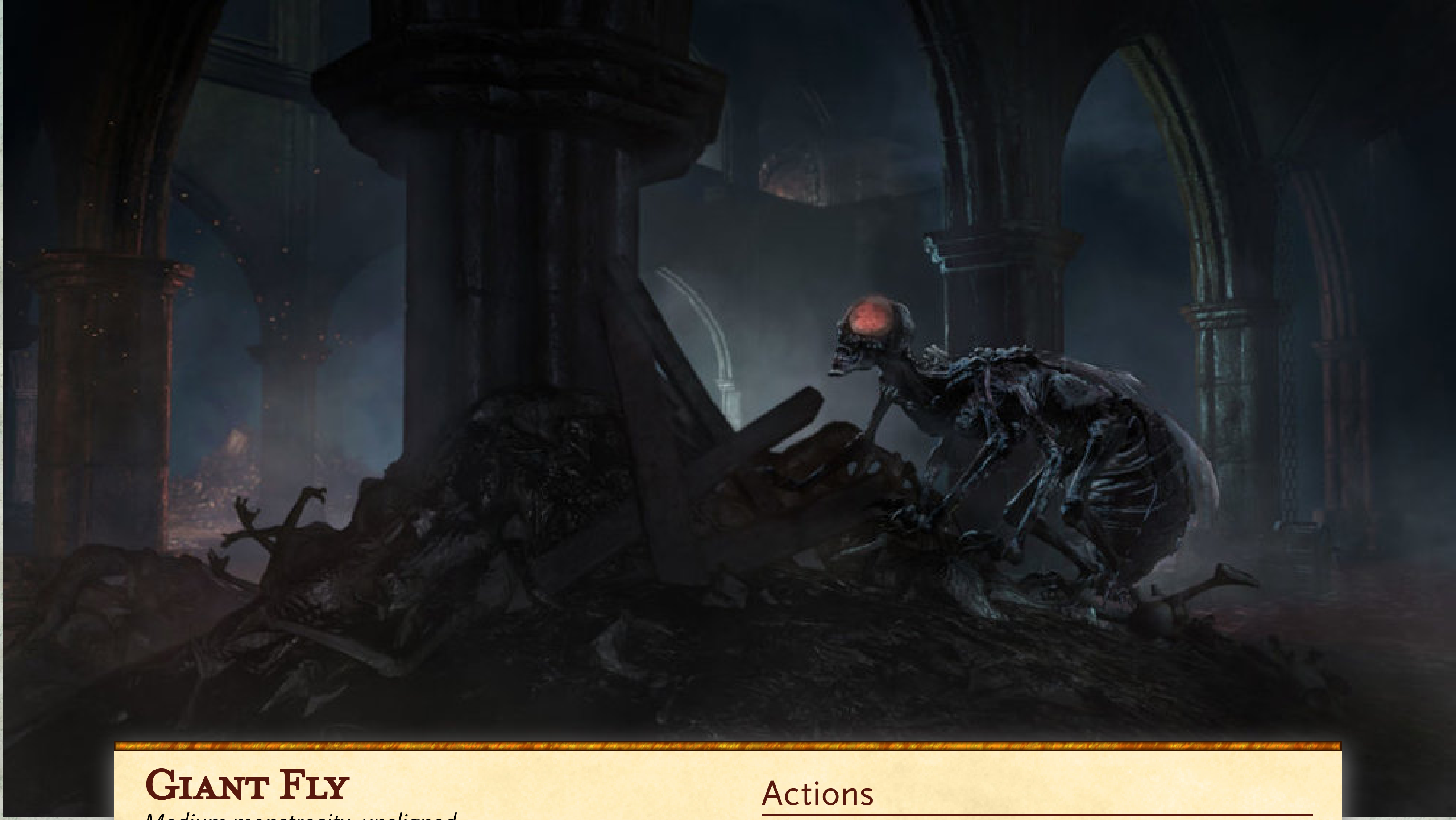
Brute. A melee weapon deals one extra die of its damage when the millwood chieftain hits with it (included in the attack).

Actions

Multiattack. The millwood chieftan makes two melee attacks.

Earth Seeker. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 28 (3d12 + 9) slashing damage.

Earthen Wrath (Recharge 5-6). The millwood chieftan slams his axe into the ground before wrenching it out, creating a small shockwave. Each creature on the ground within 90 feet of the millwood chieftan must make a DC 22 Dexterity saving throw. On a failed save, a target takes 42 (12d6) thunder damage, is knocked prone, and stunned until the end of its next turn.
On a successful save, the target takes half as much damage and isn't knocked prone.



GIANT FLY

Medium monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

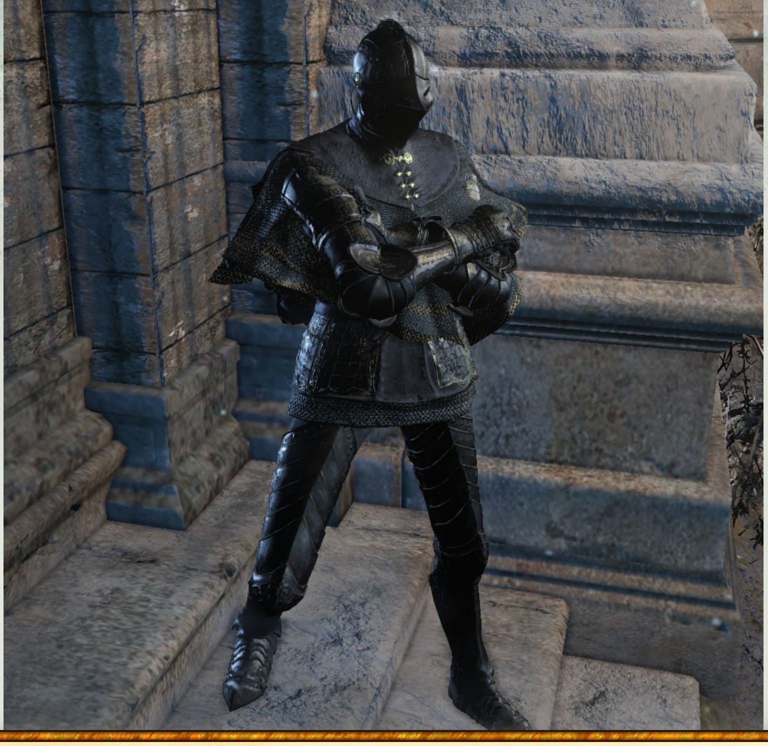
Eater of Rot. The giant fly has advantage on saving throws against poison or disease.

Spider Climb. The giant fly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. If the target is a creature other than a construct or undead, they are also covered in maggots. While these maggots cover them, a creature loses 13 (3d8) hit points at the start of each of its turns due to blood loss. A creature can scrape the maggots off as an action. The maggots also fall off if the creature takes fire damage or holds a lit torch.

Puke maggots (Recharge 5-6). The giant fly vomits maggots at a creature within 10 feet of it. The target must succeed on a DC 14 Dexterity saving throw or be covered in maggots. While these maggots cover them, a creature loses 27 (6d8) hit points at the start of each of its turns due to blood loss. A creature can scrape the maggots off as an action. The maggots also fall off if the creature takes fire damage or holds a lit torch. Constructs and undead are immune to these maggots.



SIR VILHELM

Medium humanoid (human), lawful evil

Armor Class 18 (plate)
Hit Points 323 (34d8 + 170)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	14 (+2)	15 (+2)	22 (+6)

Saving Throws Dex +8, Con +11, Int +8, Wis +8
Skills Athletics +12, Perception +8, Religion +8
Damage Vulnerabilities poison
Damage Resistances cold
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If Sir Vilhelm fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Sir Vilhelm makes two attacks with his *onyx blade*. He can use his Life Drain in place of one *onyx blade* attack.

Onyx Blade. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) magical slashing damage, or 11 (1d10 + 6) magaical slashing damage if wielded with two hands, plus 10 (3d6) necrotic damage while Elfirede's Darkflame is active.

Life Drain. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. Hit: 21 (6d6) necrotic damage, and Sir Vilhelm regains hit points equal to half the necrotic damage taken.

Vow of Silence (Recharge 6). Sir Vilhelm magically marks all creatures within 30 feet of him (including himself) for 1 minute. Each creature marked in this way can't cast spells or concentrate on spells (Sir Vilhelm can still use Life Drain but loses access to his Heal legendary action option and this action option while this mark lasts).

Bonus Actions

Dark Hand. Sir Vilhelm magically gains a +2 bonus to AC. This bonus lasts until he makes an attack, is incapacitated, or chooses to end it (no action required).

Elfriede's Darkflame. Sir Vilhelm ignites his Onyx Blade with black flames for 1 minute. While these flames last, his Onyx Blade deals an additonal 10 (3d6) necrotic damage on a hit (included in the attack).

Legendary Actions

Sir Wilhelm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Sir Wilhelm regains spent legendary actions at the start of his turn.

Attack. Sir Wilhelm makes an attack with his *onyx blade* or uses his Life Drain.
Detect. Sir Wilhelm makes a Wisdom (Perception) check.
Heal (Costs 3 Actions). Sir Wilhelm magically regains up to 60 hit points.

CHAMPION'S GRAVETENDER & CHAMPION'S GREATWOLF

The champion fought on, without rest, until he lost his mind. In the end, only his page and a lone wolf stayed at his side.

CHAMPION'S GREATWOLF

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	22 (+6)	3 (-4)	15 (+2)	8 (-1)

Saving Throws Dex +9, Con +12, Wis +8, Cha +4
Skills Perception +8
Damage Vulnerabilities fire, lightning
Damage Resistances cold
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages —
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Keen Hearing and Smell. The Greatwolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If the Greatwolf fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Greatwolf makes two bite attacks.

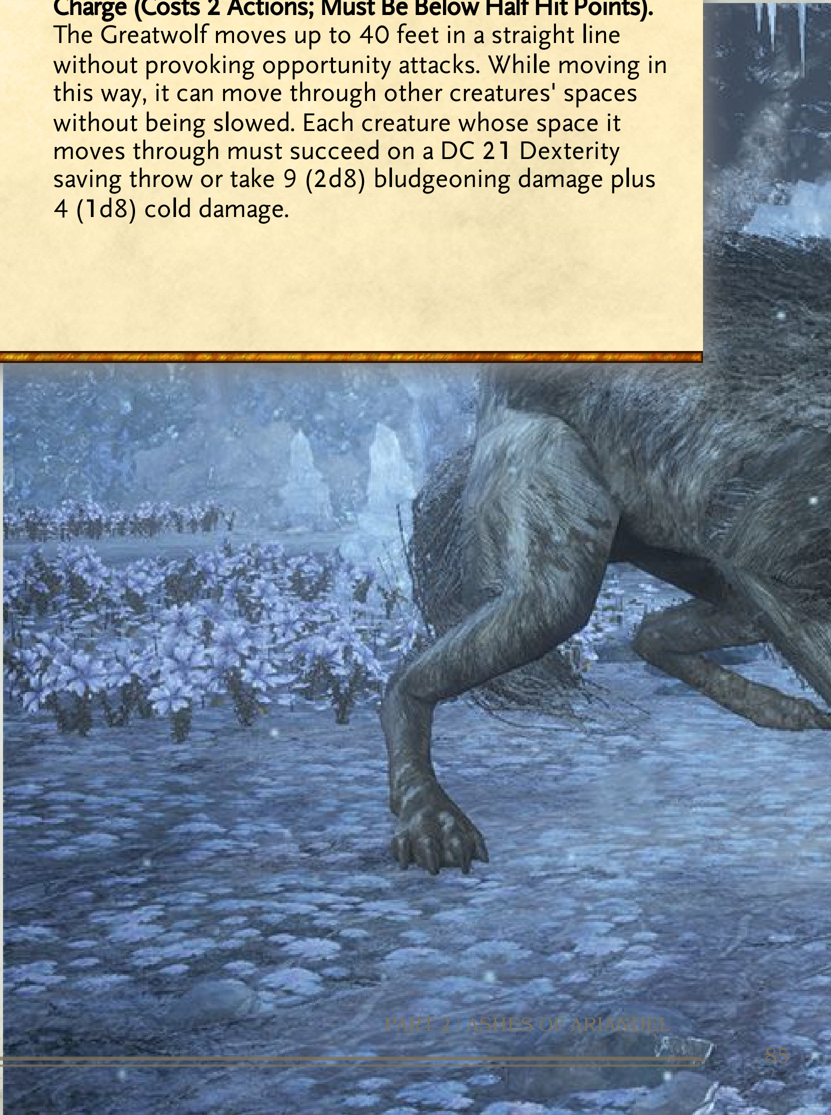
Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage, plus 7 (2d6) cold damage if the Greatwolf has fewer than half of its hit points remaining.

Frost Breath. The Greatwolf breaths freezing air in a 30-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 49 (9d10) cold damage and is slowed for 1 minute. While slowed in this way, a creature can only take an action or a bonus action, not both, and can only make one attack per turn. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
On a successful save, a creature takes half as much damage and isn't slowed.

Legendary Actions

The Greatwolf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Greatwolf regains spent legendary actions at the start of its turn.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.
Bite (Costs 2 Actions). The Greatwolf makes a bite attack.
Charge (Costs 2 Actions; Must Be Below Half Hit Points). The Greatwolf moves up to 40 feet in a straight line without provoking opportunity attacks. While moving in this way, it can move through other creatures' spaces without being slowed. Each creature whose space it moves through must succeed on a DC 21 Dexterity saving throw or take 9 (2d8) bludgeoning damage plus 4 (1d8) cold damage.



CHAMPION'S GRAVETENDER

Medium humanoid (human), lawful neutral

Armor Class 19 (hide, *+3 shield*)
Hit Points 212 (24d8 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +7, Wis +7
Skills Animal Handling +7, Athletics +10, Perception +7
Damage Vulnerabilities lightning
Damage Resistances cold, poison
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Common
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the Gravetender fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. The gravetender makes three attacks, only one of which can be a shield attack.

Valorheart Shortsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) magical slashing damage.

Valorheart Shield. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 8) magical bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the gravetender's next turn.

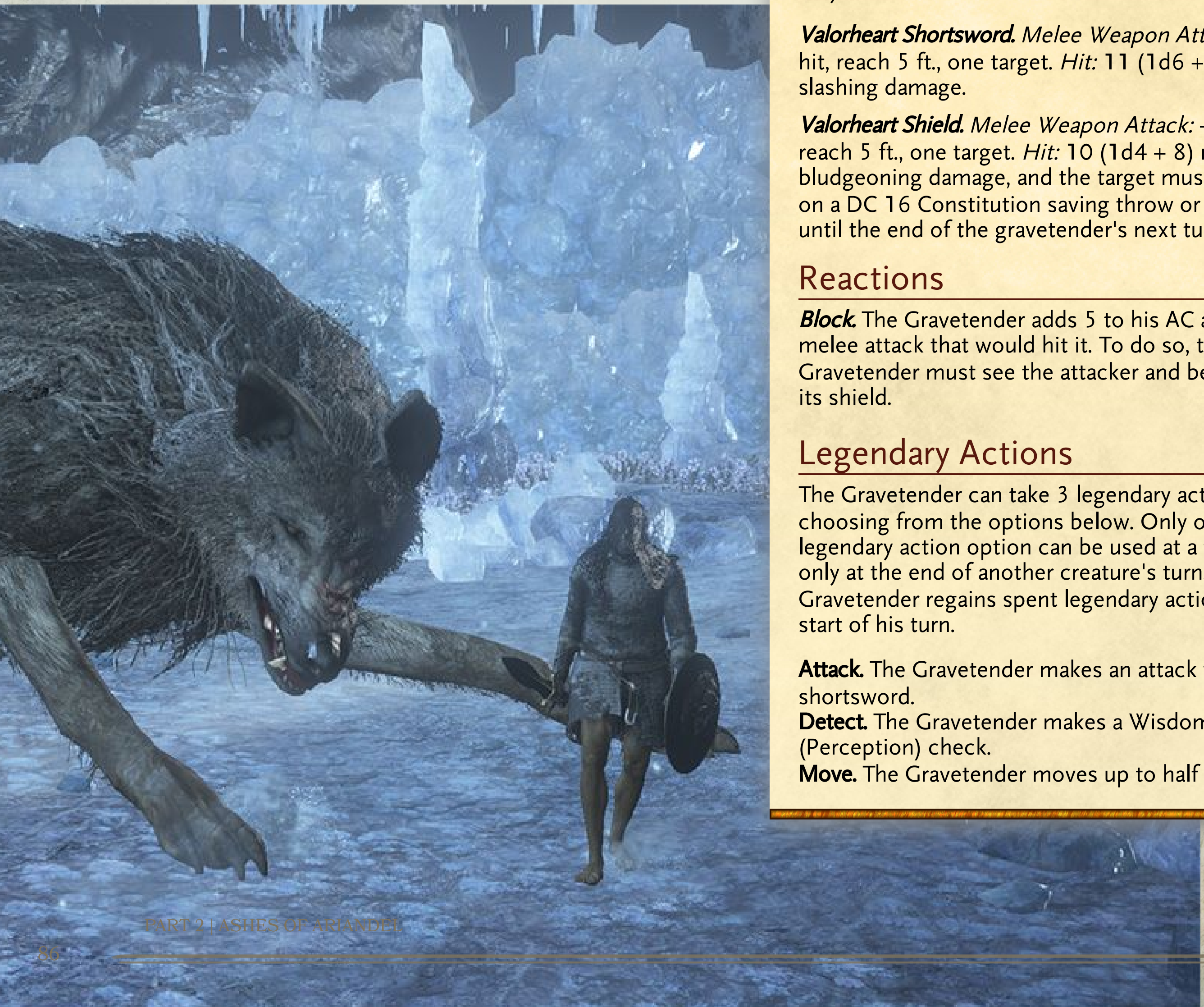
Reactions

Block. The Gravetender adds 5 to his AC against one melee attack that would hit it. To do so, the Gravetender must see the attacker and be wielding its shield.

Legendary Actions

The Gravetender can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Gravetender regains spent legendary actions at the start of his turn.

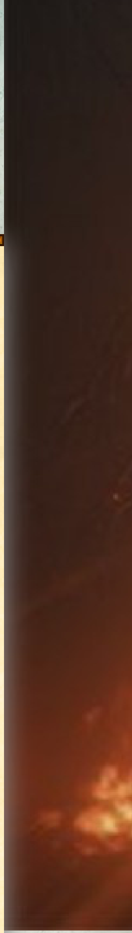
Attack. The Gravetender makes an attack with his shortsword.
Detect. The Gravetender makes a Wisdom (Perception) check.
Move. The Gravetender moves up to half its speed.



SISTER FRIEDE & FATHER ARIANDEL

Friede was the first Ash to enter the painting, but together with the good Father, they chose rot over fire.

In the first phase, the players fight against Sister Friede. The second phase begins when Friede is reduced to 0 hit points, with Father Ariandel joining the fight. The third phase begins when Father Ariandel is reduced to 0 hit points.



SISTER FRIEDE

Medium humanoid (hollow), chaotic evil

Armor Class 17
Hit Points 221 (34d8 + 68)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	25 (+7)	15 (+2)	17 (+3)	14 (+2)	18 (+4)

Saving Throws Dex +13, Wis +8, Cha +10
Skills Acrobatics +13, Perception +8, Religion +9
Damage Resistances poison
Damage Immunities cold
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Father Ariandel (Recharges after a Short or Long Rest). When Friede is reduced to 0 hit points or targeted by an effect that would instantly kill or destroy her, she isn't knocked unconscious, killed, or destroyed. Instead, she loses access to her legendary actions and Father Ariandel appears within 15 feet of her and rolls his own initiative. Any damage she takes after this point is taken by Father Ariandel instead. Once Father Ariandel is killed, Friede falls unconscious and is immune to all damage until the start of her next turn, at which point she instantly transforms into Blackflame Elfriede and is no longer unconscious. Her initiative count doesn't change.

Legendary Resistance (2/Day). If Friede fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Friede makes two attacks with her *enchanted scythe.*

Enchanted Scythe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) magical slashing damage plus 13 (3d8) force damage.

Heal. Friede heals 50 hit points to Father Ariandel. To use this action, Friede and Father Ariandel must be on the same plane.

Invisible Leap. Friede turns invisible before jumping up to a distance equal to her speed. Creatures within 5 feet of Friede after this jump can see through this invisibility. This invisibility lasts until the end of her next turn or if Friede makes an attack. If Friede hits with an attack that ends this invisibility, the attack is a critical hit.

Frost Swing (Recharge 5-6). Friede swings her scythe, creating ice crystals in a 15-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 35 (10d6) cold damage, is knocked prone, and is slowed for 1 minute. While slowed in this way, a creature can only take an action or a bonus action, not both, and can only make one attack per turn. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage, isn't knocked prone, and isn't slowed.

Legendary Actions

Friede can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Friede regains spent legendary actions at the start of her turn.

Attack. Friede makes an attack with her *enchanted scythe.*
Move. Friede moves up to half her speed without provoking opportunity attacks.

FATHER ARIANDEL

Huge humanoid (corvian), chaotic evil

Armor Class 16 (natural armor)
Hit Points 333 (29d12 + 145)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	11 (+0)	12 (+1)	16 (+3)

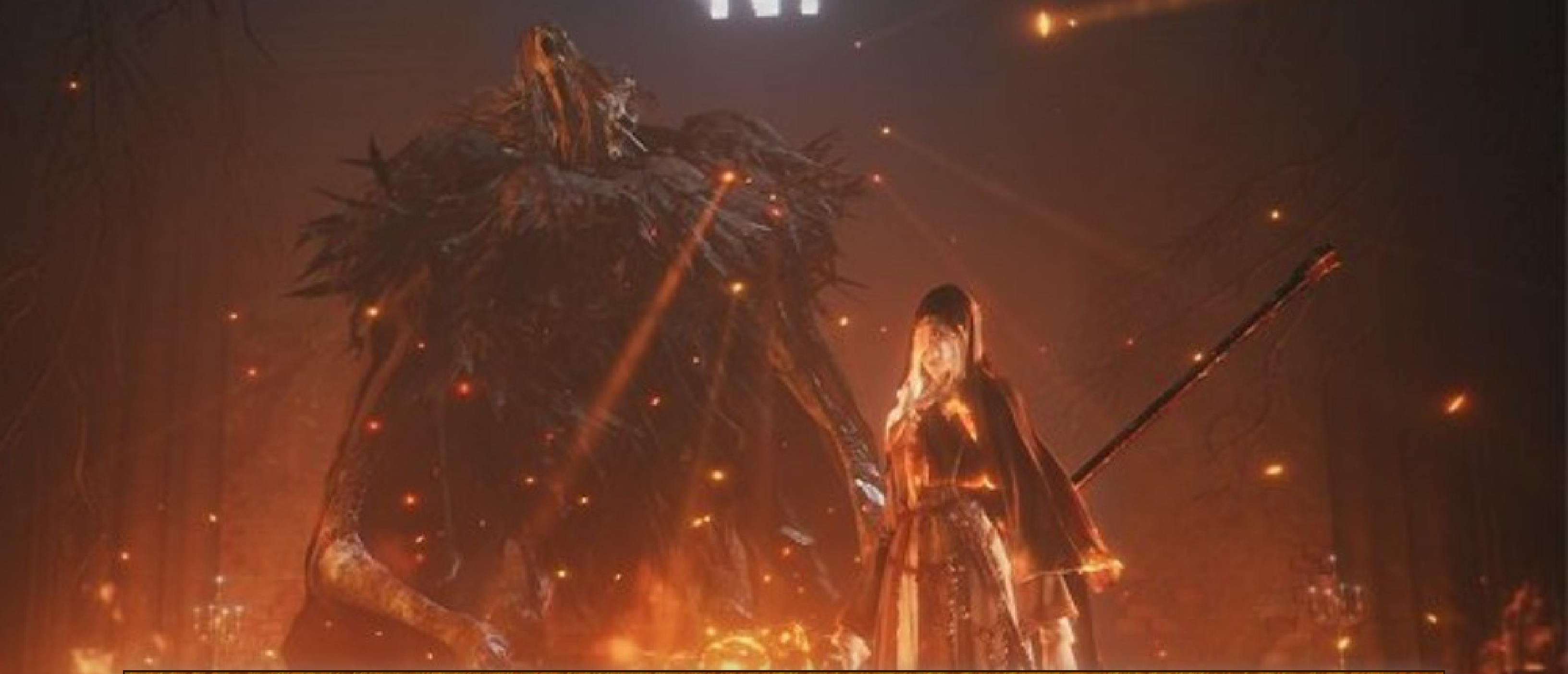
Saving Throws Str +12, Con +10, Wis +6
Condition Immunities charmed, frightened, prone
Senses passive Perception 11
Languages Common
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Actions

Multiattack. Ariandel makes two attacks with his bowl.

Bowl. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 7 (2d6) fire damage.

Pour Fire (Recharge 5-6). Ariandel pours fire from his bowl in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.



BLACKFLAME ELFRIEDE

Medium humanoid (hollow), chaotic evil

Armor Class 17
Hit Points 260 (40d8 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	25 (+7)	15 (+2)	17 (+3)	14 (+2)	18 (+4)

Saving Throws Dex +13, Wis +8, Cha +10
Skills Acrobatics +13, Perception +8, Religion +9
Damage Resistances poison
Damage Immunities cold
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If Elfriede fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Elfriede makes two attacks: one with her *enchanted scythe* and one with her *frostbite scythe*.

Enchanted Scythe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) magical slashing damage plus 13 (3d8) force damage.

Frostbite Scythe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) magical slashing damage plus 16 (3d10) cold damage.

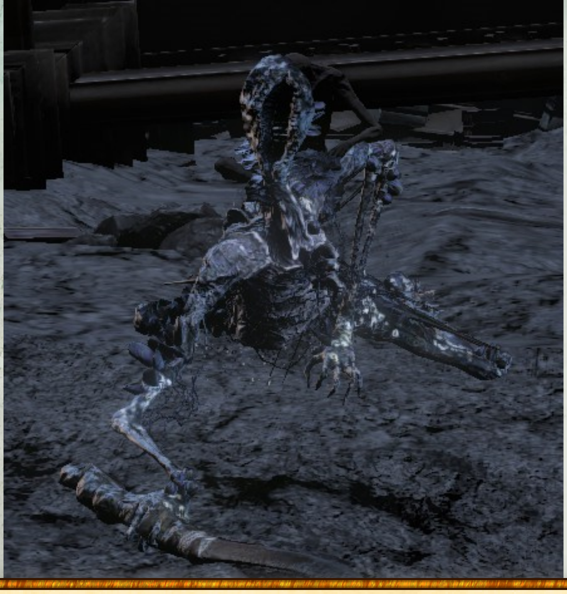
Invisible Leap. Elfriede turns invisible before jumping up to a distance equal to her speed. Creatures within 5 feet of Elfriede after this jump can see through this invisibility. This invisibility lasts until the end of her next turn or if Elfriede makes an attack. If Elfriede hits with an attack that ends this invisibility, the attack is a critical hit.

Blackflame Leap (Recharge 5-6). Elfriede jumps up to 40 feet without provoking opportunity attacks, releasing an explosion of black flames as she lands. Each other creature within 15 feet of where she lands must make a DC 21 Dexterity saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Elfriede can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Elfriede regains spent legendary actions at the start of her turn.

Attack. Elfriede makes an attack with her *enchanted scythe*.
Move. Elfriede moves up to half her speed without provoking opportunity attacks.
Blackflame Snake (Costs 2 Actions). Elfriede sends a thin wave of black flames at a creature on the ground she can see within 60 feet of her. The target must succeed on a DC 21 Dexterity saving throw or take 45 (10d8) necrotic damage.
Frost Swing (Costs 3 Actions). Elfriede swings her scythe, creating ice crystals in a 15-foot cone. Each creature in that area must succeed on a DC 18 Dexterity saving throw or take 35 (10d6) cold damage, be knocked prone, and be slowed for 1 minute. While slowed in this way, a creature can only take an action or a bonus action, not both, and can only make one attack per turn. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Murkman

Medium humanoid (hollow), neutral

Armor Class 12 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 15 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+3)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities fire, lightning
Damage Resistances necrotic
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 9
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Wicked Sickle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Great Soul Dreg. The murkman transforms into a Large black shape and flies up to 90 feet in a straight line without provoking opportunity attacks. While moving in this way, it can move through other creatures' spaces without being slowed. Each creature whose space it moves through must succeed on a DC 16 Dexterity saving throw or take 44 (8d10) necrotic damage. At the end of this movement, the murkman dies.

Bury Alive (Recharge 6). The murkman attempts to drag a Medium or smaller creature into the ground. The target must make a DC 16 Strength saving throw, taking 52 (8d12) bludgeoning damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is dragged 4 feet below ground and is suffocating. While buried, the target has total cover, is heavily obscured, and must be unearthed to stop suffocating.

Murkman Summoner

Medium humanoid (hollow), neutral

Armor Class 13 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	5 (-3)	11 (+0)	16 (+3)

Damage Vulnerabilities fire, lightning
Damage Resistances necrotic
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Deep Soul. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 21 (6d6) necrotic damage.

Summon Murkman. The murkman summoner magically summons 1d6 **murkmen**. These murkmen are allied with the summoner, roll their own initiative, and last until reduced to 0 hit points. While these murkmen last, the summoner can't use this action again.

ANGEL

Large celestial, lawful neutral

Armor Class 19 (natural armor)
Hit Points 299 (26d10 + 156)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	22 (+6)	18 (+4)	24 (+7)	19 (+4)

Saving Throws Dex +10, Int +10, Wis +13, Cha +10
Skills Perception +19
Condition Immunities blinded, charmed, deafened, frightened, petrified
Senses darkvision 120 ft., truesight 60 ft., passive Perception 29
Languages Celestial, Common
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

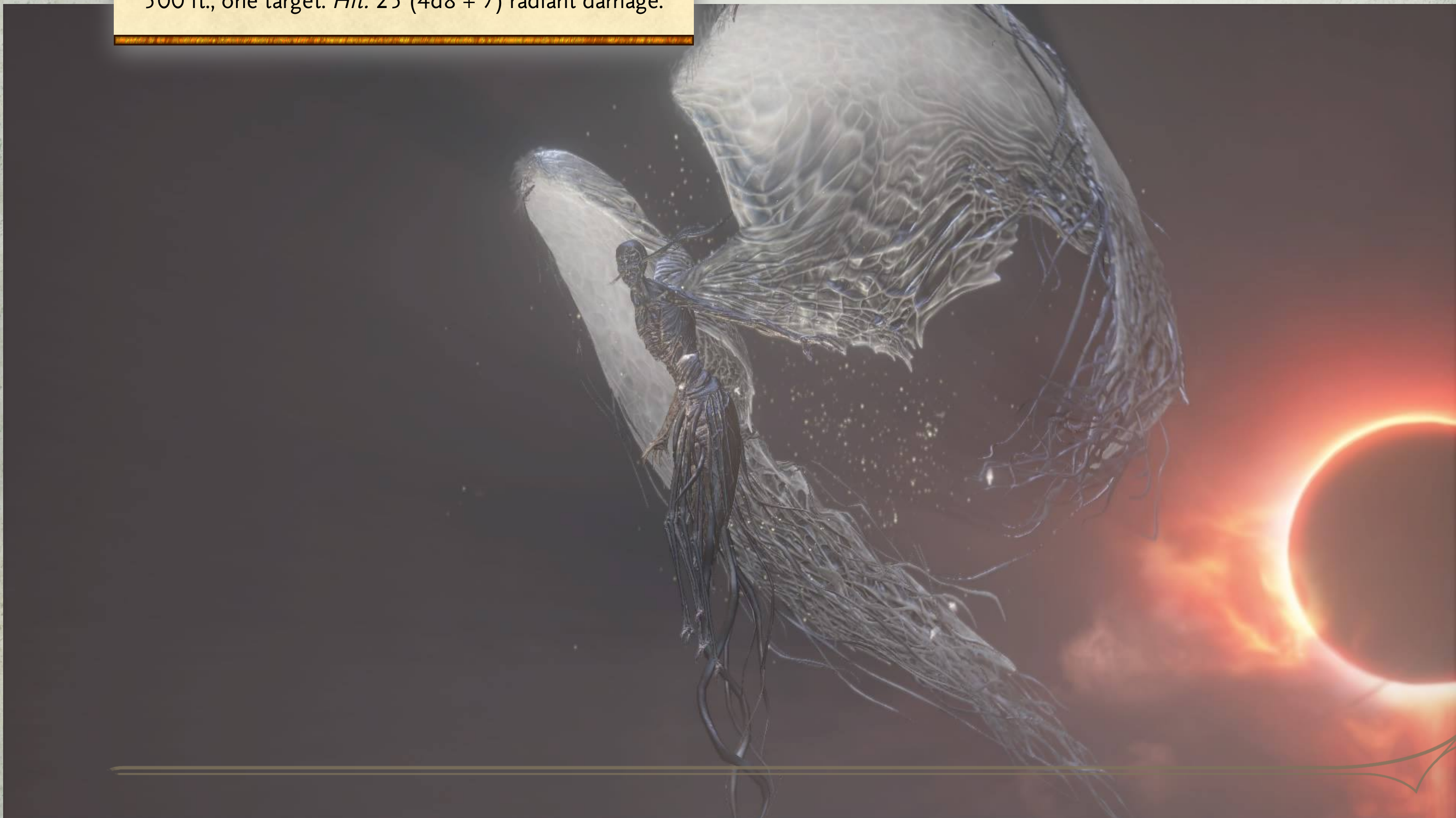
Divine Form. If the angel is reduced to 0 hit points, it fades into light and is destroyed.

Tree-Like Pilgrim. While the tree-like pilgrim remains alive, a destroyed angel gains a new body after 1 minute, regaining all its hit points and becoming active again. The new body appears within 10 feet of where the angel was destroyed.
The tree-like pilgrim uses the statistics of a **commoner**, but can take no actions, has 100 hit points and a movement speed of 0.

Actions

Multiattack. The angel uses Divine Ray six times.

Divine Ray. *Ranged Spell Attack:* +13 to hit, range 500 ft., one target. *Hit:* 25 (4d8 + 7) radiant damage.



HARALD LEGION KNIGHT

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)
Hit Points 300 (24d10 + 168)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	24 (+7)	9 (-1)	11 (+0)	6 (-2)

Saving Throws Dex +7, Con +13, Wis +6
Skills Athletics +14, Perception +6
Damage Vulnerabilities fire, lightning
Damage Resistances necrotic
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages understands Common but can't speak
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Brute. A melee weapon deals one extra die of its damage when the harald legion knight hits with it (included in the attack).

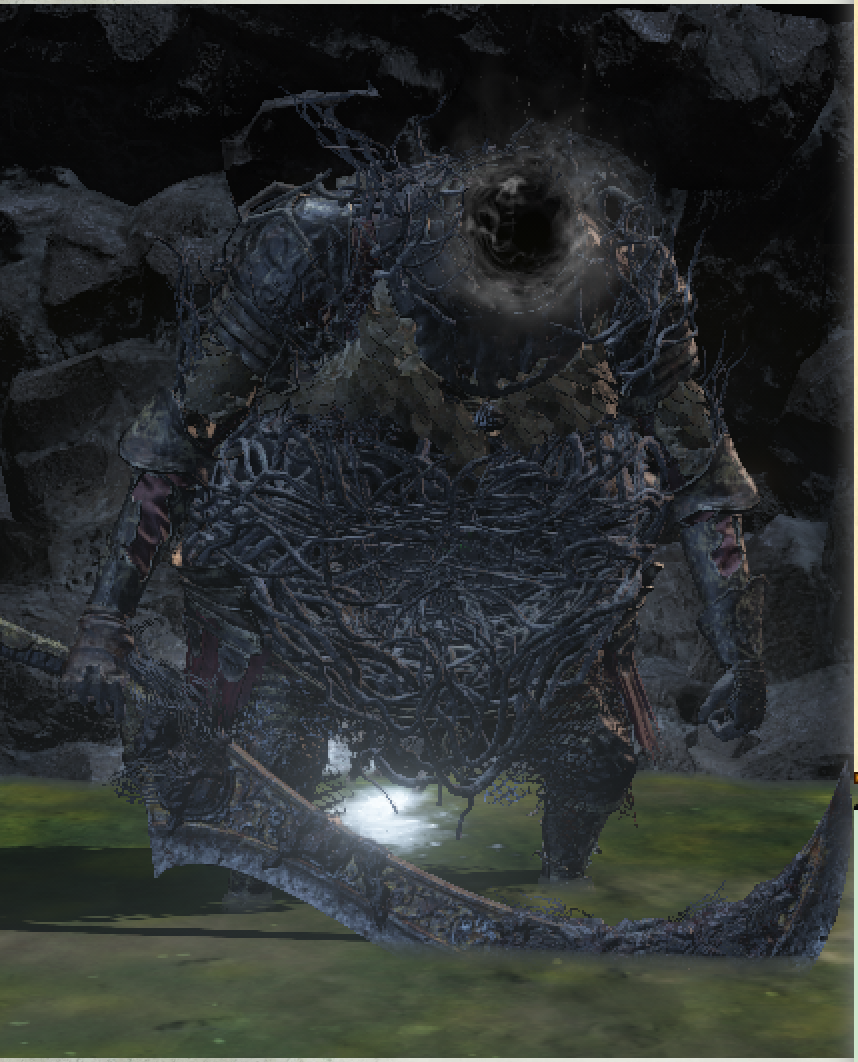
Vulnerable Head. Once per turn, a creature can strike at the black mass the harald legion knight has for a head. The attack is at disadvantage, and must be a ranged attack or be made with a melee weapon that can reach its head and that deals piercing damage. On a hit, the attack is a critical hit.

Actions

Multiattack. The harald legion knight makes three attacks. It can replace one of these attacks with a use of its Leap And Slam.

Curved Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 25 (5d6 + 8) slashing damage.

Leap And Slam. The harald legion knight leaps up to 30 feet and makes an attack with its greatsword against a target within reach. On a hit, the target takes an additional 17 (5d6) slashing damage and must succeed on a DC 22 Strength saving throw or be knocked prone.



DM Note: The Harald Legion Knight's head is located 14 feet of the ground while upright. For your players to hit its head with a melee weapon, they will typically require a weapon with reach, be airborne, or be enlarged. DM discretion on what works.

OVERGROWN LOTHRIC KNIGHT

Medium humanoid (hollow), lawful neutral

Armor Class 18 (plate)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	19 (+4)	11 (+0)	20 (+5)	18 (+4)

Saving Throws Dex +4, Wis +9, Cha +8
Skills Athletics +10, Perception +9
Damage Vulnerabilities cold, lightning
Damage Resistances fire
Senses passive Perception 18
Languages Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Brave. The knight has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the knight hits with it (included in the attack).

Actions

Multiattack. The knight makes two attacks.

Lothric Banner. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, or 15 (2d8 + 6) slashing damage if wielded with two hands.

Present Banner (Recharge 5-6). The knight raises its banner, blessing creatures of its choice within 10 feet of it. Each target gains the benefits of the *bless* spell for 1 minute.

DESERT PYROMANCER ZOEY

Medium humanoid (human), chaotic evil

Armor Class 16
Hit Points 314 (37d8 + 148)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	19 (+4)	14 (+2)	14 (+2)	25 (+7)

Saving Throws Dex +13, Int +9, Wis +9, Cha +14
Skills Acrobatics +13, Perception +9
Damage Resistances cold
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 19
Languages Common
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If Zoey fails a saving throw, she can choose to succeed instead.

Whip Master. Zoey deals an additional 10 (3d6) damage when she hits with a whip (included in the attack).

Actions

Multiattack. Zoey makes three attacks with her whip or uses Fire Orb twice.

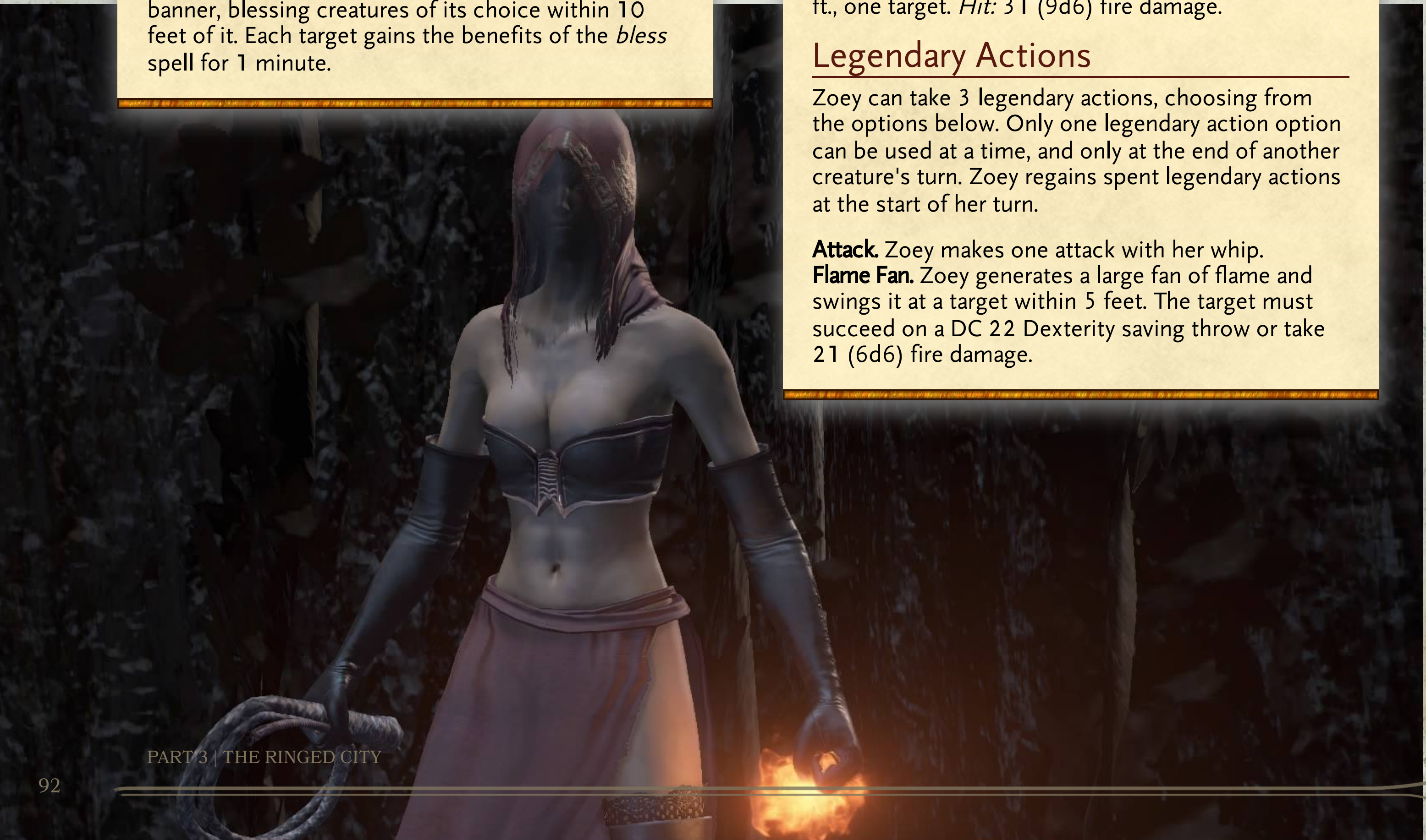
Whip. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (1d4 + 3d6 + 6) slashing damage.

Fire Orb. *Ranged Spell Attack:* +14 to hit, range 60 ft., one target. *Hit:* 31 (9d6) fire damage.

Legendary Actions

Zoey can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Zoey regains spent legendary actions at the start of her turn.

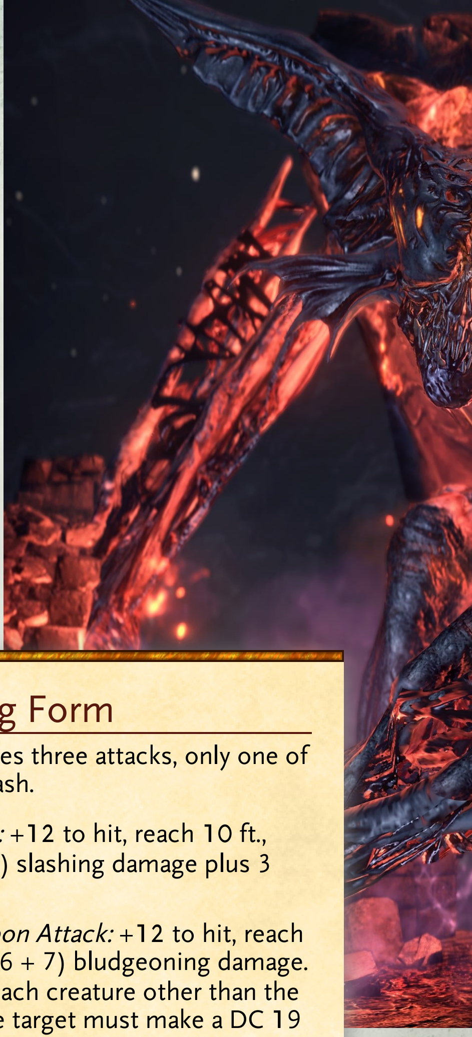
Attack. Zoey makes one attack with her whip.
Flame Fan. Zoey generates a large fan of flame and swings it at a target within 5 feet. The target must succeed on a DC 22 Dexterity saving throw or take 21 (6d6) fire damage.



DEMON IN PAIN/DEMON FROM BELOW & DEMON PRINCE

The demons, birthed from a common Chaos, share almost everything between them, even the pride of their prince, and his nearly-faded flame.

So that the last demon standing may rekindle it.



DEMON IN PAIN/DEMON FROM BELOW

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft. in flaming form, 10 ft. in burnt form

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	11 (+0)	14 (+2)	21 (+5)

Saving Throws Dex +5, Wis +7, Cha +10
Skills History +5, Perception +7
Damage Vulnerabilities necrotic
Damage Resistances fire
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages understands Abyssal and Common but can't speak
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Heir to Chaos (Recharges after a Short or Long Rest). The Demon In Pain and the Demon From Below are magically linked. If the other demon is dead and this demon is reduced to 0 hit points or targeted by an effect that would instantly kill or destroy it, it isn't killed or destroyed. Instead, it falls unconscious and is immune to all damage until the start of its next turn, at which point it instantly transforms into the Demon Prince and is no longer unconscious. Each creature within 10 feet of the demon when it transforms must succeed on a DC 18 Dexterity saving throw or take 13 (3d8) fire damage. Its initiative count doesn't change.

Multiple Forms. The demon has two forms:

Flaming Form. The demon is alight with internal flame.
Burnt Form The demon is extinguished.

Actions for Flaming Form

Multiattack. The demon makes three attacks, only one of which can be a Flaming Smash.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 3 (1d6) fire damage.

Flaming Smash. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. Hit or miss, the target and each creature other than the demon within 15 feet of the target must make a DC 19 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. The demon then switches to its Burnt Form.

Actions for Burnt Form

Multiattack. The demon uses its breath weapon or makes one claw attack. it can then use the Change Form action.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 9 (2d8) poison damage.

Change Forms. The demon switches to its Flaming Form.

Breath Weapon. The demon uses one of the following breath weapons.

Poison Beam. The demon breathes a beam of poison in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 40 (9d8) poison damage on a failed save, or half as much damage on a successful one.
Toxic Breath. The demon exhales toxic sludge in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

DEMON PRINCE

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	24 (+7)	12 (+1)	15 (+2)	25 (+7)

Saving Throws Dex +8, Con +14, Wis +9, Cha +14
Skills Athletics +15, History +8, Intimidation +14, Perception +9
Damage Resistances fire, force, lightning
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Abyssal, Common
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the Demon Prince fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Demon Prince has advantage on saving throws against spells and other magical effects.

Varied Forms. The Demon Prince comes in two forms, depending on which demon it transformed from:

Demon In Pain Form. The Demon Prince transformed from the Demon In Pain.
Demon From Below Form. The Demon Prince transformed from the Demon From Below.

Actions

Multiattack. The Demon Prince makes two claw attacks.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage plus 3 (1d6) fire damage.

Fireball. *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 31 (9d6) fire damage. If the target is on the ground, lava fills a 5-foot-diameter space centred on the target until the start of the Demon Prince's next turn. If a creature ends its turn in that area, it takes 14 (4d6) fire damage.

Varied Form Offense (Recharge 6). The Demon Prince uses one of the following actions, depending on whether it transformed from the Demon In Pain or the Demon From Below:

Flame Beam (Demon In Pain Form). The Demon Prince breathes a beam of condensed flame in a 150-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.
Meteor Shower (Demon From Below Form). The Demon Prince generates an enourmous ball of flame, which breaks into chunks that rain down at a point it can see within 150 feet of it. Each creature within 60 feet of that point must make a DC 22 Dexterity saving throw, taking 45 (13d6) bludgeoning damage and 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Demon Prince can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Demon Prince regains spent legendary actions at the start of its turn.

Fire Snake. The Demon Prince sends a thin wave of black flames at a creature it can see on the ground within 60 feet of it. The target must succeed on a DC 22 Dexterity saving throw or take 22 (5d8) fire damage.
Claw. The Demon Prince makes a claw attack.
Wing Attack (Costs 2 Actions). The Demon Prince beats its wings. Each creature within 15 feet of the Demon Prince must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Demon Prince can then fly up to half its flying speed.

JUDICATOR

Huge giant (hollow), lawful neutral

Armor Class 20 (natural armor)
Hit Points 310 (23d12 + 161)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	24 (+7)	10 (+0)	21 (+5)	11 (+0)

Saving Throws Dex +4, Int +5, Cha +5
Damage Vulnerabilities lightning, necrotic
Damage Immunities cold, poison
Senses passive Perception 4
Languages Celestial, Common
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Actions

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Summons. The judicator cries out as it summons a number of spectral figures. The effect of the summons varies depending on the summoned figures, and the figures disappear immediately after acting. The figures are otherwise immune to damage and all conditions.

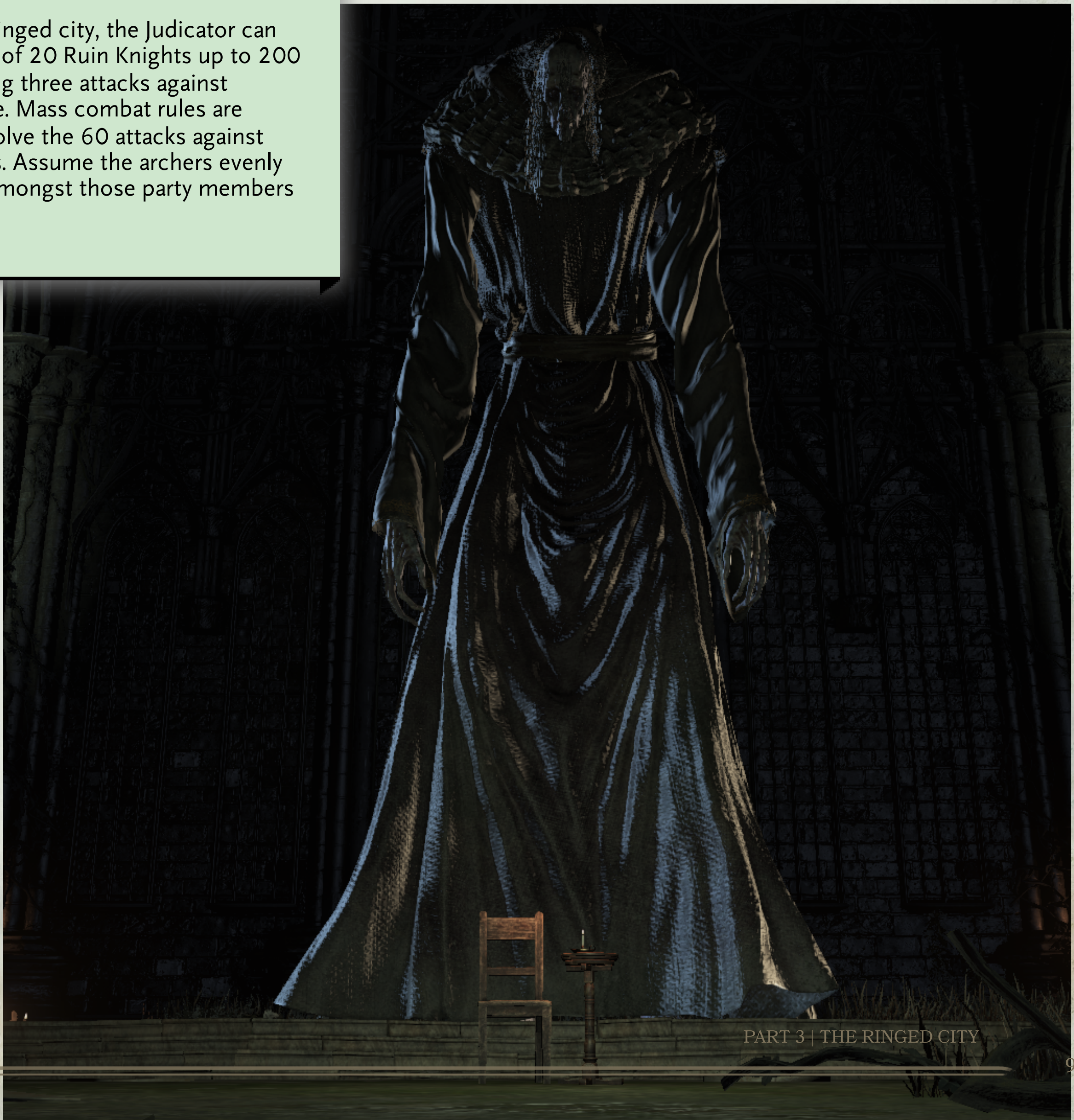
Six Ruin Knights. The ruin knights appear in unoccupied spaces within 5 feet of the judicator, and make a total of six attacks with their longbows. The longbows have +11 to hit, range 500 ft., one target, and deals 9 (1d8 + 5) piercing damage on a hit.

Three Witches. The witches appear in unoccupied spaces within 30 feet of the judicator and unleash a wave of dark energy at up to three targets. Each target must succeed on a DC 19 Dexterity saving throw or take 39 (6d12) necrotic damage.

Silver Knight Ledo. The knght appers in an unoccupied space within 15 feet of the judicator and makes an attack with his hammer against a target within reach. The attack has +13 to hit, reach 5 feet, one target, and deals 27 (6d6 + 7) bludgeoning damage plus 27 (6d8) thunder damage, and if the target is a creature, it is knocked prone.

DM NOTE

On the entry to the Ringed city, the Judicator can summon a maximum of 20 Ruin Knights up to 200 feet away, each making three attacks against targets of their choice. Mass combat rules are recommended to resolve the 60 attacks against the party this requires. Assume the archers evenly spread their attacks amongst those party members who venture out first.



RINGED CITY SLAVE

Medium humanoid (hollow), neutral

Armor Class 12 (padded)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	9 (-1)	22 (+6)	8 (-1)

Saving Throws Dex +4, Wis +9, Cha +2
Skills Athletics +10, Perception +9
Damage Vulnerabilities cold
Damage Resistances lightning, poison
Senses passive Perception 19
Languages Celestial, Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The slave uses Lightning Spear twice.

Lightning Spear. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 90 ft., one target. *Hit:* 28 (8d6) lightning damage.

VARIANT: CURSED SLAVE

Some ringed city slaves have large dark crystals growing out of their form. These hollows use the **ringed city slave** statistics but with the following changes:

- It gains the Curse Aura trait detailed below.
- It loses access to the Lightning Spear action option.

Curse Aura. Each creature of the slave's choice that starts its turn within 30 feet of the slave must succeed on a DC Contitution saving throw or be restrained as they begin to turn to stone. A restrained creature must repeat the saving throw at the start of its next turn. On a failed save, the target is petrified. On a successful save, the effect ends.

HOLLOW CLERIC

Medium humanoid (hollow), neutral

Armor Class 16 (padded, shell)
Hit Points 199 (21d8 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	20 (+5)	12 (+1)	25 (+7)	11 (+0)

Saving Throws Con +9, Int +5, Wis +11
Skills Religion +5, Perception +11
Damage Resistances necrotic
Senses passive Perception 21
Languages Celestial, Common
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

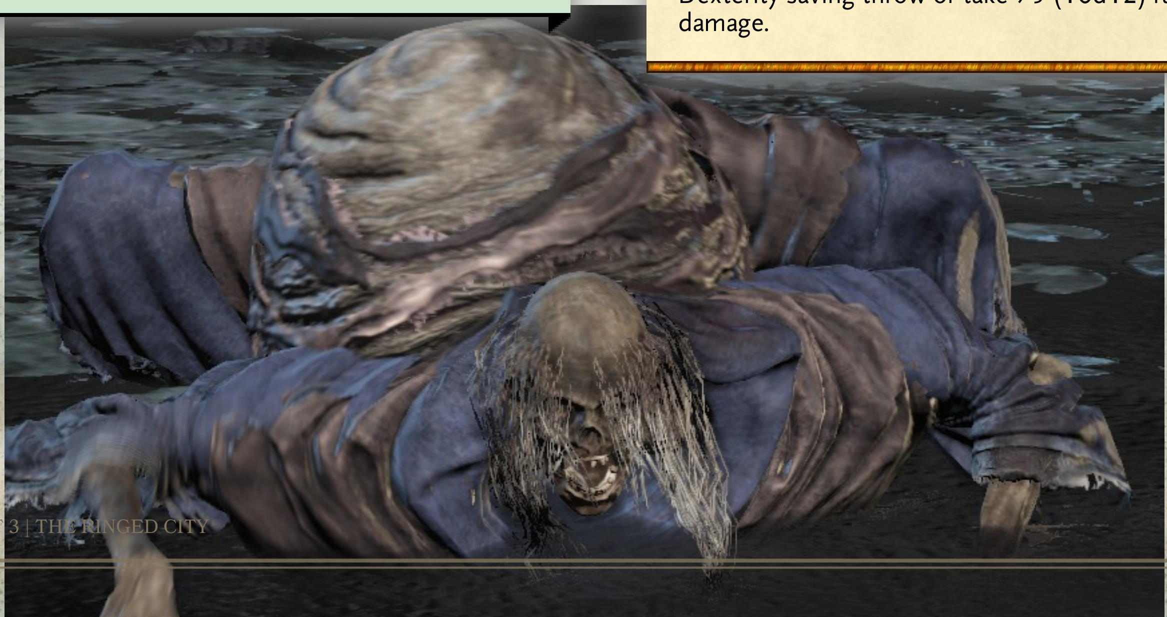
Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (1d8 + 3) bludgeoning damage.

Circle of Death. The cleric generates deadly energy in a 5-foot cylinder that is 10-feet high, centered on a point within 150 feet of it, ignoring cover. Each creature in that area Must make a DC 19 Constitution saving throw. On a failed save, a target takes 31 (9d8) necrotic damage and takes one level of exhaustion. On a successful save, a target takes half as much damage and doesn't gain a level of exhaustion.

Shell. The cleric retreats into its shell or exits its shell. While in its shell, the cleric is prone, has resistance to all damage except psychic damage, and heals 30 hit points when it enters its shell and at the start of each of its turns while in the shell. Additionally, each creature that starts its turn within 5 feet of the cleric while it is in its shell takes 22 (4d10) necrotic damage.

Corona Spin (Recharges After a Short or Long Rest). The cleric spins as it moves up to 60 feet in a straight line, ignoring difficult terrain. Each creature it moves within 5 feet of must succeed on a DC 19 Dexterity saving throw or take 75 (10d12) radiant damage.



Ringed Knight

Medium humanoid (hollow), lawful neutral

Armor Class 20 (plate, shield)
Hit Points 294 (28d8 + 168)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+1)	23 (+6)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +8
Skills Athletics +14
Damage Vulnerabilities cold, necrotic
Damage Resistances fire, lightning, poison
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Common
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Brute. A melee weapon deals one extra die of its damage when the ringed knight hits with it (included in the attack).

Mighty Wielder. The ringed knight can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Varied Weaponry. The ringed knight has different action options based on which weapon it wields: a longsword or lance.

Actions

Multiattack. The ringed knight makes three attacks.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit:* 17 (2d8 + 8) magical slashing damage, or 19 (2d10 + 8) magical slashing damage if wielded with two hands.

Lance. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) magical piercing damage plus 4 (1d8) fire damage.

Burning Slash (Recharge 5-6; Longsword Only). The ringed knight ignites its blade and makes 5 attacks with its longsword against one target within reach. Each attack deals an additional 7 (2d6) fire damage.

Bonus Actions

Dragon Roar (Recharge 5-6; Lance Only). The ringed knight's shield emits a mighty roar. Each creature within 5 feet of the ringed knight must succeed on a DC Strength saving throw or be knocked prone.

Locust Preacher

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 221 (26d8 + 104)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	15 (+2)	18 (+4)	24 (+7)	17 (+3)	16 (+3)

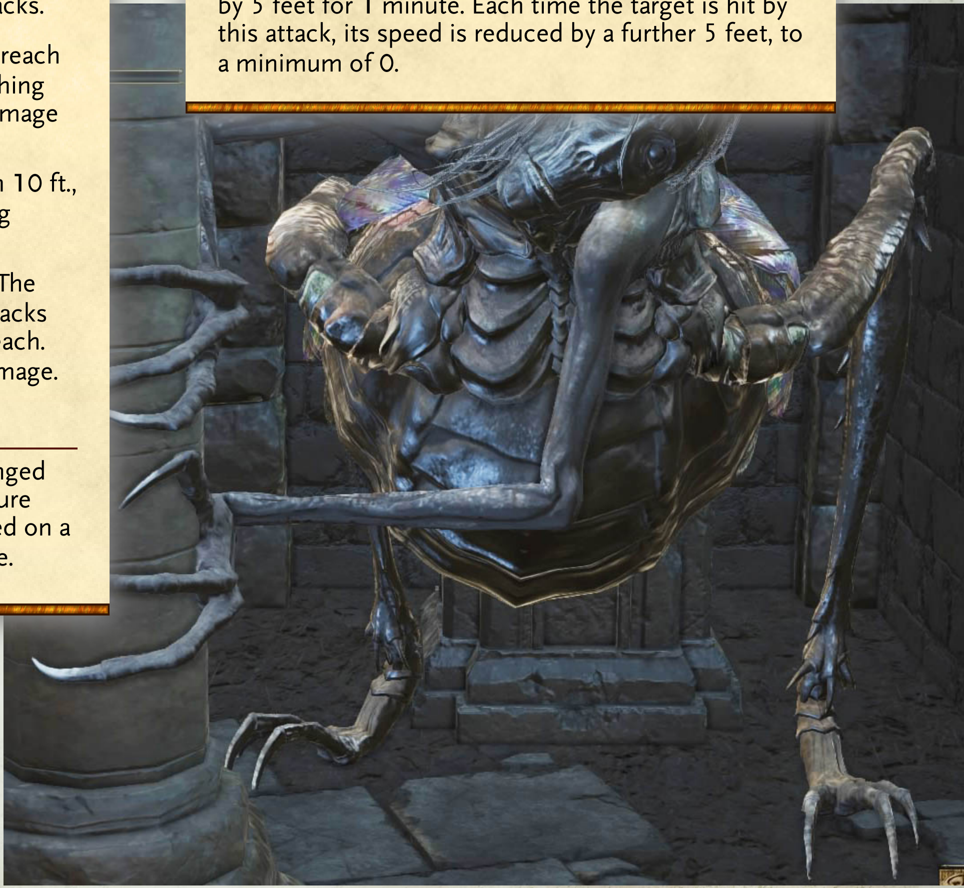
Saving Throws Dex +7, Int +12, Wis +8
Skills Arcana +12, History +12, Perception +8, Religion +12
Damage Vulnerabilities cold, fire
Damage Resistances necrotic, poison
Senses passive Perception 18
Languages Abyssal, Common, Deep Speech
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Actions

Multiattack. The locust preacher uses Feasting Branch five times.

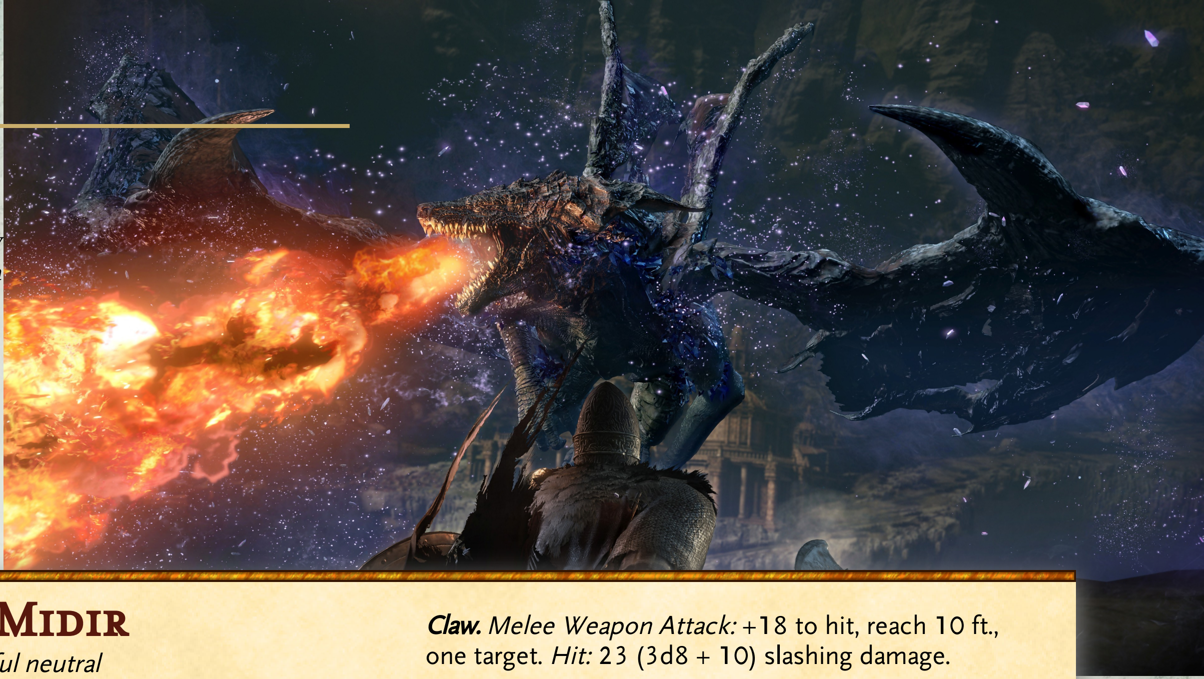
Feasting Branch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) force damage. On a critical hit, the preacher rolls for damage three times, instead of twice.

Wax Burst. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* The target has its speed reduced by 5 feet for 1 minute. Each time the target is hit by this attack, its speed is reduced by a further 5 feet, to a minimum of 0.



DARKEATER MIDIR

Midir, descendant of Archdragons, was raised by the gods, and owing to his immortality was given a duty to eternally battle the dark, a duty that he would never forget, even after the gods perished.



DARKEATER MIDIR

Gargantuan dragon, lawful neutral

Armor Class 24 (natural armor)
Hit Points 574 (28d20 + 280)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	5 (-3)	14 (+2)	19 (+4)

Saving Throws Dex +9, Con +18, Int +5, Wis +10
Skills Perception +18
Damage Vulnerabilities lightning
Damage Resistances fire, necrotic
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic
Challenge 28 (120,000 XP) **Proficiency Bonus** +8

Legendary Resistance (3/Day). If Midir fails a saving throw, he can choose to succeed instead.

Magic Resistance. Midir has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Midir can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 29 (3d12 + 10) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, it automatically fails its saving throws to resist Midir's breath weapon, and Midir can't bite another target.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 26 (3d10 + 10) bludgeoning damage.

Frightful Presence. Each creature of Midir's choice that is within 120 feet of Midir and aware of him must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Midir's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). Midir uses one of the following breath weapons.

Fire Breath. Midir exhales fire in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 98 (28d6) fire damage on a failed save, or half as much damage on a successful one.
Dark Laser. Midir releases a necrotic laser in a 150-foot line that is 5 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw. On a failure, a creature takes 87 (25d6) necrotic damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

Legendary Actions

Midir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Midir regains spent legendary actions at the start of his turn.

Detect. Midir makes a Wisdom (Perception) check.
Move. Midir moves up to half his speed.
Tail Attack (Costs 2 Actions). Midir makes a tail attack.
Mass Affinity (Costs 3 Actions; Must Be Below Half Hit Points). Midir summons darkness around him, releasing it in a powerful blast. Each creature within 90 feet of Midir must succeed on a DC 20 Dexterity saving throw or take 39 (6d12) necrotic damage.

Greater Ringed Knight

Medium humanoid (hollow), lawful neutral

Armor Class 18 (plate)
Hit Points 315 (30d8+180)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	23 (+6)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +8
Skills Athletics +14, Perception +8
Damage Vulnerabilities cold, necrotic
Damage Resistances fire, lightning, poison
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Brute. A melee weapon deals one extra die of its damage when the ringed knight hits with it (included in the attack).

Legendary Resistance (3/Day). If the ringed knight fails a saving throw, it can choose to succeed instead.

Mighty Wielder. The ringed knight can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Actions

Multiattack. The ringed knight makes three attacks.

Oversized Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 26 (5d6 + 9) magical slashing damage, plus 10 (3d6) fire damage while embered.

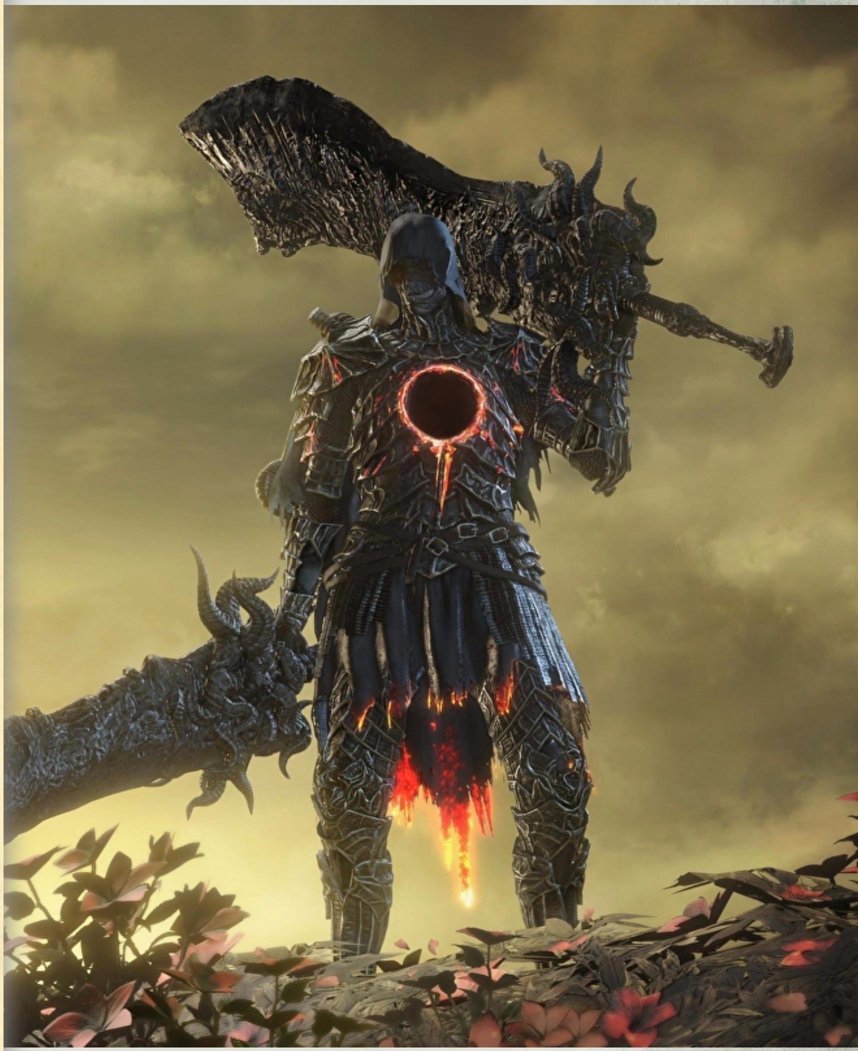
Bonus Actions

Ember (Recharge 5-6). The ringed knight awakens a temporary flame in its swords. Until the end of its turn, its oversized greatsword deals an additional 10 (3d6) fire damage when it hits with an attack (include in the attack).

Legendary Actions

The ringed knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ringed knight regains spent legendary actions at the start of its turn.

Detect. The ringed knight makes a Wisdom (Perception) check.
Move. The ringed knight moves up to half its speed.
Attack (Costs 2 Actions). The ringed knight makes an attack with its oversized greatsword.



HALFLIGHT, SPEAR OF THE CHURCH

The Spears of the Church watch over the Princess' slumber, and this serves as proof of their fulfillment of their duty. The embellished gold cloth is woven with a crest of young grass.

The Princess' knights proudly displayed these precious flavors, which were most often seen swaying from their identical ceremonial spears.

At the beginning of the fight, Halflight is accompanied by 1 **church guardian**. If Halflight starts its turn with fewer than half his hit points remaining, another **church guardian** is magically summoned, rolling initiative and allied to Halflight. When Halflight is reduced to 0 hit points, any church guardians summoned for this fight immediately drop to 0 hit points.

HALFLIGHT, SPEAR OF THE CHURCH

Medium humanoid (human), lawful good

Armor Class 22
Hit Points 348 (41d8 + 164)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	24 (+7)	19 (+4)	12 (+1)	21 (+5)	21 (+5)

Saving Throws Dex +14, Wis +12, Cha +12
Skills Acrobatics +14, Perception +12, Religion +8
Damage Vulnerabilities cold, lightning
Damage Resistances poison
Condition Immunities charmed, frightened
Senses passive Perception 22
Languages Celestial, Common
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If Halflight fails a saving throw, he can choose to succeed instead.

Unarmored Defense. While Halflight isn't wearing armor or wielding a shield, he adds his Wisdom modifier to his AC (included in his AC).

Actions

Multiattack. Halflight makes five attacks with his *frayed blade*, or three attacks with his bow.

Frayed Blade. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) magical slashing damage.

White Birch Bow. *Ranged Weapon Attack:* +14 to hit, range 150/600 ft., one target. *Hit:* 10 (1d6 + 7) magical piercing damage.

Divine Spears (Recharge 5-6). Halflight magically summons divine spears from the ground in a 60-foot line that is 5 feet wide, forming a 10-foot-high wall that lasts until the end of Halflight's next turn. When the wall appears, each creature within its area must make a DC 20 Dexterity saving throw, taking 70 (20d6) lightning damage on a failed save, or half as much damage on a successful one.
The wall grants half cover to all creatures behind it. While the wall lasts, each creature that starts its turn in the wall, enters the wall for the first time on a turn, or touches or reaches through the wall with any part of its body takes 10 (3d6) lightning damage.

Legendary Actions

Halflight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Halflight regains spent legendary actions at the start of his turn.

Attack. Halflight makes a Frayed Blade attack.
Move. Halflight moves up to half his speed.
Black Snake (Costs 2 Actions). Halflight sends a thin wave of black flames at a creature he can see on the ground within 60 feet of him. The target must succeed on a DC 20 Dexterity saving throw or take 22 (5d8) necrotic damage.
Radiant Daggers (Costs 2 Actions). Halflight summons several darts of solidified divine power. The next time a creature starts its turn within 15 feet of Halflight or comes within 15 feet of him before the start of his next turn, the creature must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) radiant damage.

CHURCH GUARDIAN

Medium celestial, lawful good

Armor Class 19
Hit Points 201 (31d8 + 62)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	14 (+2)	11 (+0)	19 (+4)	11 (+0)

Saving Throws Dex +8
Damage Vulnerabilities cold, fire, lightning
Damage Resistances poison
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 14
Languages Celestial, Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Unarmored Defense. While the church guardian isn't wearing armor or wielding a shield it adds its Wisdom modifier to its AC (included in its AC).

Actions

Multiattack. The church guardian makes five attacks using its sword, or uses Magic Knife three times.

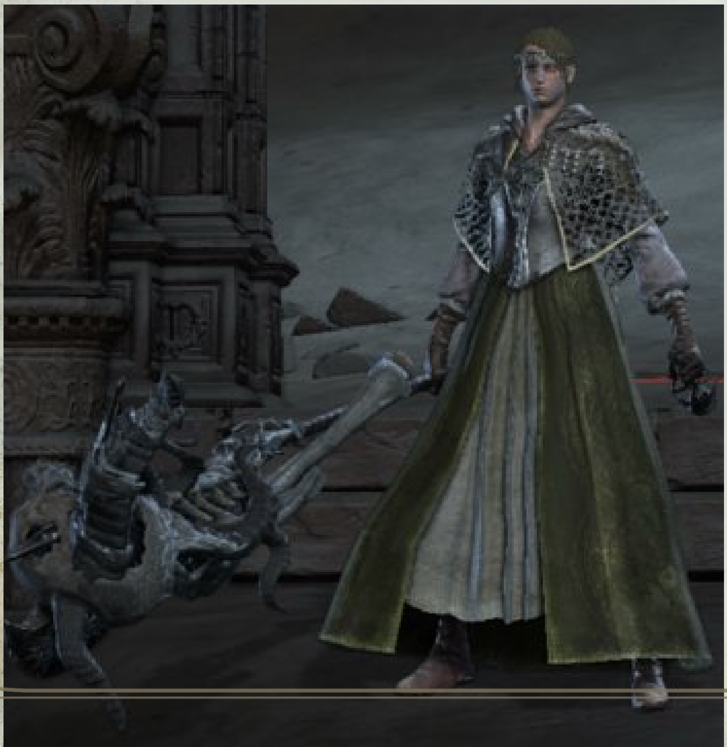
Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) magical slashing damage.

Magic Knife. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 14 (4d6) force damage.

Heal. The church guardian restores 40 hit points to itself and up to two creatures of its choice within 20 feet of it.

Bonus Actions

Nimble Movement. The church guardian can take the Disengage action.



SHIRA, KNIGHT OF FILIANORE

Medium humanoid (human), lawful good

Armor Class 16 (breastplate)
Hit Points 313 (33d8 + 165)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	20 (+5)	15 (+2)	25 (+7)	18 (+4)

Saving Throws Dex +10, Con +12, Int +9, Wis +14, Cha +11
Skills
Damage Vulnerabilities
Condition Immunities charmed, frightened
Senses passive Perception 16
Languages Celestial, Common
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Brute. A melee weapon deals one extra die of its damage when Shira hits with it (included in the attack).

Legendary Resistance (3/Day). If Shira fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Shira makes two melee attacks.

Crucific of the Mad King. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) magical slashing damage plus 14 (3d6 + 7) necrotic damage.

Lightning Arrow. *Ranged Spell Attack:* +14 to hit, range 200 ft., one target. *Hit:* 45 (10d8) lightning damage.

Legendary Actions

Shira can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shira regains spent legendary actions at the start of her turn.

Attack. Shira makes an attack with the Crucifix of the Mad King.
Move. Shira moves up to half her speed.
Lightning Arrow (Costs 2 Actions). Shira uses Lightning Arrow.
Roar (Costs 3 Actions). The Crucifix lets out a thunderous pained roar. Each creature within 10 feet of Shira must succeed on a DC 22 Constitution saving throw or take 54 (12d8) thunder damage.

Slave Knight Gael

The red-hooded, wandering slave knight Gael sought the blood of the dark soul as pigment for the Painted World. But Gael knew he was no Champion, that the dark soul would likely ruin him and that he had little hope of a safe return.

Slave Knight Gael

Large celestial (hollow), lawful evil

Armor Class 19 (natural armor)
Hit Points 480 (31d10 + 310)
Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	25 (+7)	30 (+10)	13 (+1)	23 (+6)	28 (+9)

Saving Throws Str +19, Dex +16, Int +10, Wis +15
Skills Athletics +19, History +10, Intimidation +18, Investigation +10, Perception +15, Religion +10
Damage Vulnerabilities cold, poison
Damage Resistances necrotic (when below half hit points)
Condition Immunities charmed, frightened
Senses darkvision 120 ft., truesight 60 ft., passive Perception 25
Languages Common
Challenge 28 (120,000 XP) or 30 (155,000 XP) as a mythic encounter **Proficiency Bonus** +9

Blood of the Dark Soul (Mythic Trait; Recharges after a Short or Long Rest). If Gael is reduced to 0 hit points or targeted by an effect that would instantly kill or destroy him, he isn't knocked unconscious, killed, or destroyed. Instead, he gains 240 temporary hit points, loses access to the Repeating Crossbow legendary action option and Way of White Corona action, and releases an explosion of dark energy, quickly followed by lightning striking from above. Each creature within 30 feet of Gael must make a DC 26 Dexterity saving throw, taking 27 (6d8) necrotic damage and 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. Gael only dies or is destroyed when these temporary hit points are reduced to 0.

Brutal Critical (Must be Above Half Hit points). Whenever Gael scores a critical hit with his greatsword against a Medium or smaller creature, the target takes an additional 21 (6d6) slashing damage and is thrown up to 60 feet away from Gael, landing prone.

Legendary Resistance (5/Day). If Gael fails a saving throw, he can choose to succeed instead.

Mighty Wielder. Gael can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Actions

Multiattack. Gael makes three attacks.

Greatsword. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) magical slashing damage, plus 14 (4d6) necrotic damage if Gael has fewer than half of his hit points remaining.

Way of White Corona (Recharge 5-6; Must be Below Half Hit Points). Gael magically sends five 5-foot-diameter spectral discs flying in a 60-foot cone. Each creature in that area must succeed on a DC 23 Dexterity saving throw or take 39 (6d12) slashing damage. The discs then each remain hovering in a 5-foot space at the end of the cone.
At the start of Gael's next turn, the discs fly back to Gael in a straight line. Each creature in the path of one or more discs must succeed on a DC 23 Dexterity saving throw or take 39 (6d12) slashing damage. The discs disappear upon reaching Gael.

Legendary Actions

Gael can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gael regains spent legendary actions at the start of his turn.

Attack. Gael makes one attack with his greatsword.
Teleport (Costs 2 Actions; Must Be Below Half Hit Points). Gael magically teleports, along with any equipment he is wearing or carrying, to an unoccupied space he can see.
Repeating Crossbow (Costs 2 Actions; Must be Below Half Hit Points). Gael unleashes a barrage of bolts from his crossbow in a 60-foot cone. Each creature in that area must succeed on a DC 24 Dexterity saving throw or take 38 (11d6) piercing damage.

Mythic Actions

If Gael's mythic trait is active, he can use the option below as a legendary action for 1 hour after using Blood of the Dark Soul.

Soul Rage (Costs 3 Actions). Gael unleashes a burst of dark energy, which is quickly followed by lightning striking from above. Each creature within 30 feet of Gael must make a DC 26 Dexterity saving throw, taking 27 (6d8) necrotic damage and 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Optional NPCs

Blacksmith Andre

Medium humanoid, lawful neutral

Armor Class 15
Hit Points 85 (9d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	21 (+5)	11 (+0)	14 (+2)	12 (+1)

Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Common, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Legendary Resistance (3/Day). If Andre fails a saving throw, he can choose to succeed instead.

Unarmored Defence. While Andre isn't wearing armor or wielding a shield he adds his Constitution modifier to his AC (included in his AC).

Actions

Multiattack. Andre makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Greirat of the Undead Settlement

Medium humanoid (human), chaotic good

Armor Class 14 (shield)
Hit Points 58 (9d8 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4
Skills Athletics +4, Perception +4
Condition Immunities charmed
Senses passive Perception 14
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. Greirat makes two knife attacks.

Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bonus Actions

Nimble Escape. Greirat takes the Disengage or Hide action.

Cornyx of the Great Swamp

Medium humanoid (human), chaotic neutral

Armor Class 11
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+5)	12 (+1)	16 (+3)	14 (+2)	13 (+1)	20 (+5)

Saving Throws Dex +4, Wis +4, Cha +8
Skills Arcana +5
Condition Immunities charmed, frightened
Senses passive Perception 15
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Legendary Resistance (3/Day). If Cornyx fails a saving throw, he can choose to succeed instead.

Actions

Fire Orb. *Ranged Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (9d6) fire damage.

Bursting Fireball. Cornyx throws a ball of fire that scatters in a 45-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

UNBREAKABLE PATCHES

Medium humanoid (human), chaotic evil

Armor Class 16 (studded leather, shield)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +6, Wis +4
Skills Athletics +7, Deception +6
Condition Immunities charmed
Senses passive Perception 11
Languages Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Horseshoe Ring. Patches has advantage on checks to knock a creature prone.

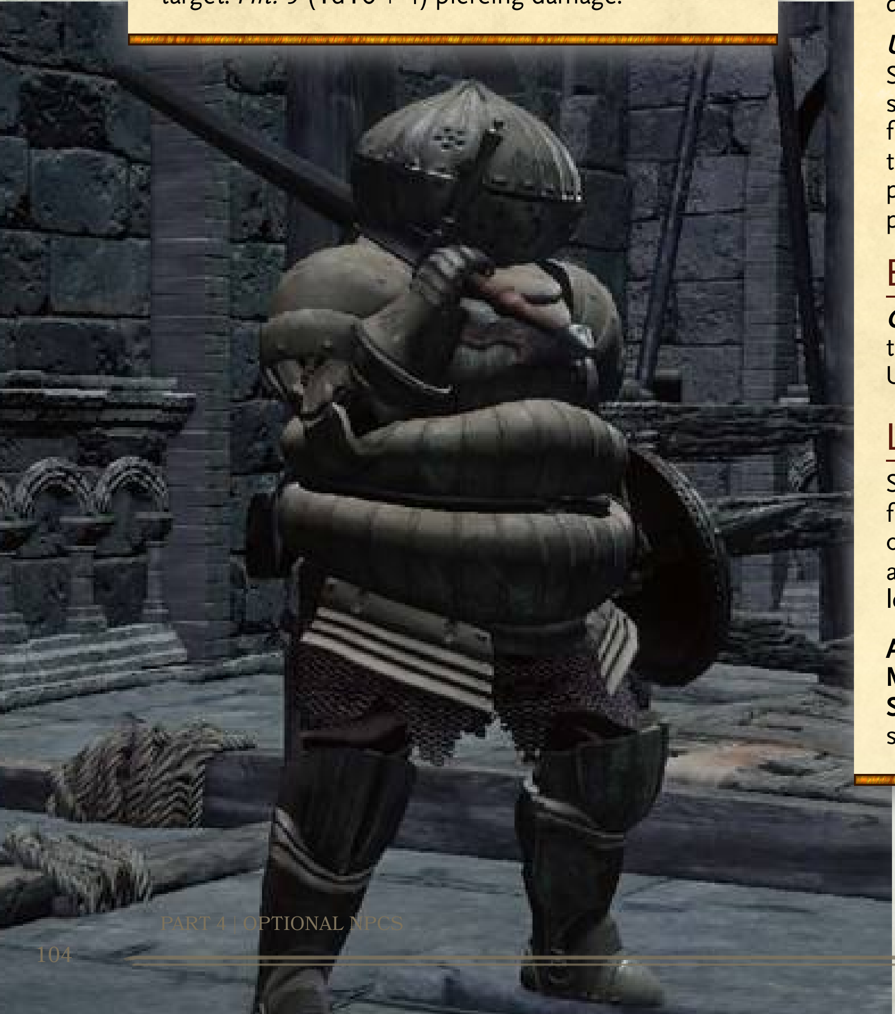
Legendary Resistance (3/Day). If Patches fails a saving throw, he can choose to succeed instead.

Mighty Wielder. Patches can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Actions

Multiattack. Patches makes three attacks with his pike.

Pike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.



SIEGWARD OF CATARINA

Medium humanoid (human), lawful good

Armor Class 20 (plate, shield)
Hit Points 123 (13d8 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	9 (-1)	12 (+1)	19 (+4)

Saving Throws Dex +4, Wis +5, Cha +8
Skills Athletics +9
Condition Immunities charmed, frightened
Senses passive Perception 11
Languages Common, Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If Siegward fails a saving throw, he can choose to succeed instead.

Mighty Wielder. Siegward can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Actions

Multiattack. Siegward makes two attacks with his stormruler.

Stormruler. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (2d6 + 5) magical slashing damage.

Unleash Storm (Must Have Used Charge Storm). Siegward makes a melee weapon attack with his stormruler, treating it as though it had a reach of 50 feet. On a hit, the target takes damage as normal. If the target is Yhorm, on a hit he instead takes 100 points of magical slashing damage and is knocked prone.

Bonus Actions

Charge Storm. Siegwad charges his stormruler with the power of a storm for 1 minute or until he uses Unleash Storm.

Legendary Actions

Siegward can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Siegward regains spent legendary actions at the start of his turn.

Attack. Siegward makes an attack with the stormruler.
Move. Siegward moves up to half his speed.
Stormruler (Costs 3 Actions). Siegward charges his stormruler and uses Unleash Storm.

Orbeck of Vinheim

Medium humanoid (human), neutral

Armor Class 12
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	20 (+5)	14 (+2)	17 (+3)

Saving Throws Dex +7, Int +10, Wis +7
Skills Acrobatics +7, Arcana +10, Perception +7
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Common, Draconic
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If Orbeck fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Orbeck uses Farron Flashsword or Farron Dart three times.

Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. . ***Farron Flashsword.*** *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) force damage.

Farron Dart. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 7 (2d6) force damage.

Legendary Actions

Orbeck can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Orbeck regains spent legendary actions at the start of his turn.

Attack. Orbeck uses Farron Flashsword or Farron Dart once.
Move. Orbeck moves up to half his speed.

Yuria of Londor

Medium humanoid (human), chaotic evil

Armor Class 16
Hit Points 204 (24d8 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	18 (+4)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +11, Wis +8, Cha +10
Skills Acrobatics +11, Deception +10, History +8, Perception +8, Persuasion +10, Religion +8
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Abyssal, Common
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Darkdrift. Yuria's attacks with *darkdrift* ignore any bonuses to AC from shields, the *shield* spell, or the *shield of faith* spell.

Legendary Resistance (3/Day). If Yuria fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Yuria makes three attacks with *darkdrift*. She can her Life Drain in place of one of these attacks.

Darkdrift. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) magical slashing damage.

Life Drain. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage, and Yuria regains hit points equal to half the necrotic damage taken.

Bonus Actions

Dark Hand. Yuria magically gains a +2 bonus to AC. This bonus lasts until Yuria makes an attack, is incapacitated, or chooses to end it (no action required).

Legendary Actions

Yuria can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Yuria regains spent legendary actions at the start of her turn.

Attack. Yuria makes one attack with Darkdrift.
Move. Yuria moves up to half her speed.
Life Drain (Costs 2 Actions). Yuria uses Life Drain.

RINGFINGER LEONHARD

Medium humanoid (human), lawful evil

Armor Class 18 (padded)
Hit Points 256 (27d8 + 135)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	20 (+5)	18 (+4)	14 (+2)	17 (+3)

Saving Throws Dex +11, Wis +8, Cha +10
Skills Acrobatics +11, History +8, Perception +8, Persuasion +9
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Abyssal, Common
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Brute. A melee weapon deals one extra die of its damage when Leonhard hits with it (included in the attack).

Legendary Resistance (3/Day). If Leonhard fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Leonhard makes four attacks with the *crescent moon blade*, or two attacks with the *crescent moon blade* and uses Moon Beam once.

Crescent Moon Blade. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) magical slashing damage.

Moon Beam. *Ranged Spell Attack:* +13 to hit, range 30 ft., one target. *Hit:* 24 (7d6) force damage.

Legendary Actions

Leonhard can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Leonhard regains spent legendary actions at the start of his turn.

Attack. Leonhard makes one attack with *crescent moon blade.*
Move. Leonhard moves up to half his speed.
Homing Soul Mass (Costs 2 Actions). Leonhard summons several darts of solidified magic. The next time a creature starts its turn within 5 feet of him or comes within 5 feet of him, the creature must succeed on a DC 18 Dexterity saving throw or take 31 (7d8) force damage.

SIRRIS OF THE SUNLESS REALMS

Medium humanoid (human), lawful good

Armor Class 17 (half plate)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	17 (+3)	18 (+4)	16 (+3)

Saving Throws Dex +11, Int +7, Wis +8
Skills Athletics +9, Perception +8, Religion +7
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If Sirris fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Sirris makes two attacks.

Estoc. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5), plus 9 (2d8) force damage while Darkmoon Blade is active.

Great Magic Barrier. Sirris coats herself in magical energy to protect her from the magic of others. For the next 1 minute, Sirris has advantage on saving throws against spells and other magical effects.

Bonus Actions

Darkmoon Blade. Sirris imbues a melee weapon she is holding with moonlight for 1 minute. For the duration, the weapon deals an additional 9 (2d8) force damage on a hit when used by Sirris (included in the attack).

Legendary Actions

Yuria can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Yuria regains spent legendary actions at the start of her turn.

Move. Sirris moves up to half her speed.
Attack (Costs 2 Actions). Sirris makes one attack with her estoc.
Great Heal (Costs 2 Actions). Sirris and up to two creatures of her choice within 15 feet of her regain 15 hit points.

Hawkwood the Deserter

Medium humanoid (human), chaotic neutral

Armor Class 16 (studded leather)
Hit Points 315 (30d8 + 180)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	19 (+4)	23 (+6)	15 (+2)	17 (+3)	19 (+4)

Saving Throws Dex +11, Con +13, Wis +10, Cha +10
Skills Acrobatics +11, Athletics +15, Perception +10
Condition Immunities charmed, frightened
Senses passive Perception 20
Languages Common, Draconic
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Agile Combatant. If Hawkwood makes an attack on his turn, he doesn't provoke attacks of opportunity for the rest of his turn.

Brute. A melee weapon deals one extra die of its damage when Hawkwood hits with it (included in the attack).

Legendary Resistance (3/Day). If Hawkwood fails a saving throw, he can choose to succeed instead.

Mighty Wielder. Hawkwood can wield a two-handed melee weapon in one hand and make attacks with it one-handed.

Actions

Multiattack. Hawkwood makes two attacks with his greatsword.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Knife. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 13 (2d4 + 8) slashing damage.

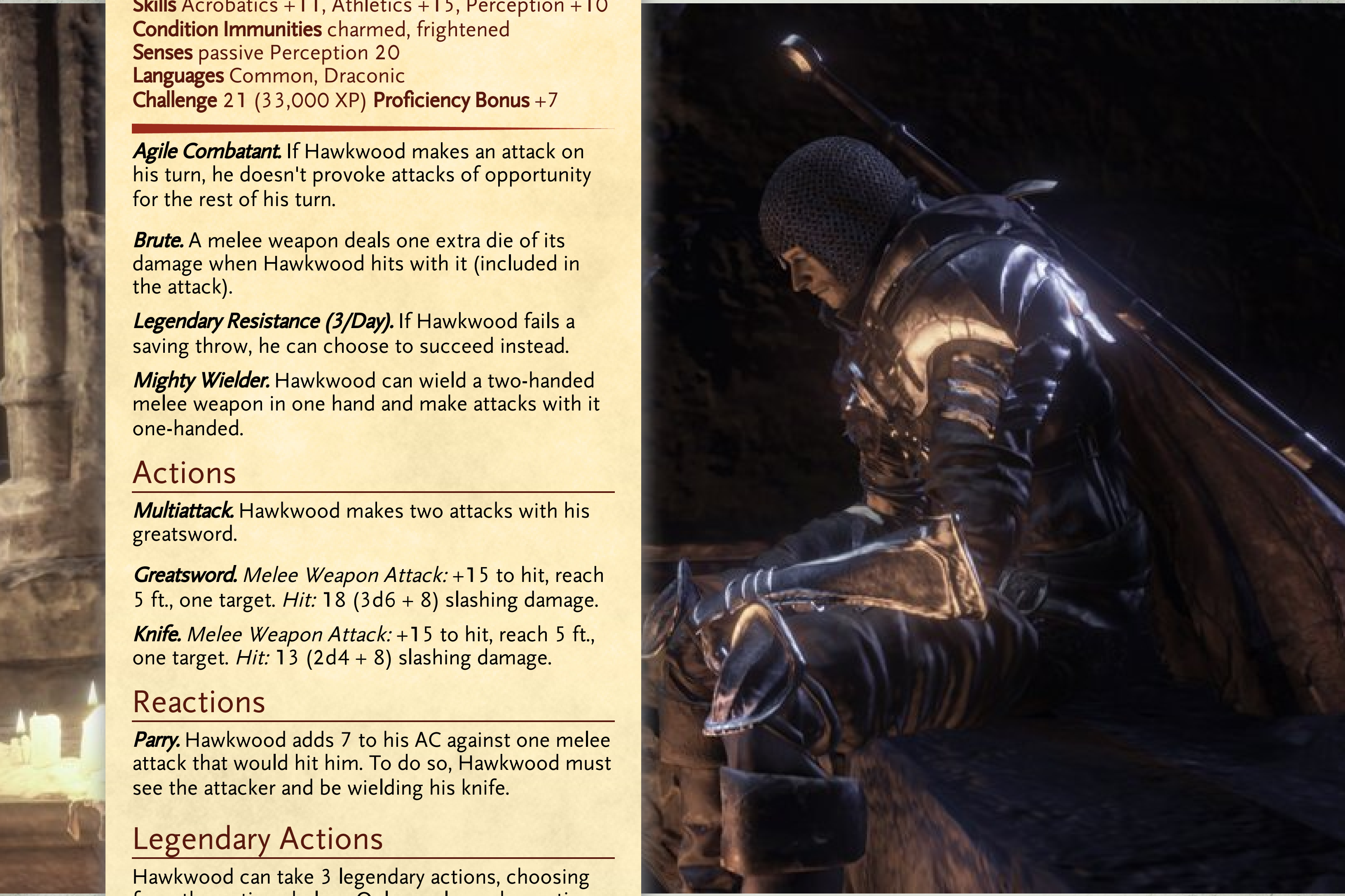
Reactions

Parry. Hawkwood adds 7 to his AC against one melee attack that would hit him. To do so, Hawkwood must see the attacker and be wielding his knife.

Legendary Actions

Hawkwood can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Hawkwood regains spent legendary actions at the start of his turn.

Move. Hawkwood moves up to half his speed without provoking opportunity attacks.
Attack. Hawkwood makes one attack with his greatsword.
Knife Flourish (Costs 2 Actions). Hawkwood makes three knife attacks against one target.



Holy Knight Hodrick

Medium humanoid (human), chaotic evil

Armor Class 20 (plate, shield)
Hit Points 237 (25d8 + 125)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +9, Con +11, Wis +8
Skills Athletics +12, Perception +8
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If Hodrick fails a saving throw, he can choose to succeed instead.

Reactive. Hodrick can take one reaction on every turn in combat.

Actions

Multiattack. Hodrick makes three attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, or 16 (3d6 + 6) slashing damage while Power Within is active. If Hodrick scores a critical hit, he rolls damage four times, instead of twice.

Warmth (Recharge 6). Hodrick creates a small hovering ball of warm light within 5 feet of him. Each creature that isn't an undead or construct that starts its turn within 5 feet of the ball regains 10 hit points.

Bonus Actions

Power Within (Recharges After a Short or Long Rest). Hodrick uses his own lifespan to grant him greater offensive power for 1 minute. While this effect lasts, hodrick deals an additional 1d6 damage when he hits with a weapon, and he loses 5 hit points at the start of each of his turns.

Reactions

Parry. Hodrick adds 6 to his AC against one melee attack that would hit him. To do so, Hodrick must see the attacker and be wielding his shield.

Legendary Actions

Hodrick can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Hodrick regains spent legendary actions at the start of his turn.

Move. Hodrick moves up to half his speed.
Attack. Hodrick makes one attack with his greatsword.

Creighton the Wanderer

Medium humanoid (human), neutral evil

Armor Class 16 (chain mail)
Hit Points 195 (23d8 + 92)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +6, Wis +8
Skills Athletics +10, Perception +8
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If Creighton fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Creighton makes two attacks.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 7 (2d6) lightning damage.

Legendary Actions

Creighton can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Creighton regains spent legendary actions at the start of his turn.

Move. Creighton moves up to half his speed.
Attack. Creighton makes one attack with his battleaxe.

ALVA, SEEKER OF THE SPURNED

Medium humanoid (human), lawful good

Armor Class 18 (plate)
Hit Points 256 (27d8 + 135)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +12, Dex +9, Wis +8
Skills Athletics +10
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Common
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Brute. A melee weapon deals one extra die of its damage when Alva hits with it (included in the attack).

Legendary Resistance (3/Day). If Alva fails a saving throw, he can choose to succeed instead.

Multi-Weapon Master. Alva can sheath a weapon and draw a new weapon as part of the same item interaction. Additionally, he ignores the loading property on weapons.

Actions

Multiattack. Alva makes two attacks.

Murakumo. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Arbalest. *Ranged Weapon Attack:* +9 to hit, range 90/300 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Spin (Recharge 5-6). ALva spins as his murakumo slashes those around him. Each creature within 5 feet of Alva must make a DC 20 Dexterity saving throw, taking 26 (4d12) slashing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Alva can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Alva regains spent legendary actions at the start of his turn.

Move. Alva moves up to half his speed.
Attack. Alva makes one weapon attack.

ANRI OF ASTORA

Medium humanoid (human), lawful good

Armor Class 20 (plate, shield)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	12 (+1)	17 (+3)	15 (+2)

Saving Throws Str +9, Dex +4, Wis +7
Skills Athletics +9, Perception +7
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If Anri fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Anri makes three attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

VARIANT: HOLLOW ANRI

After slaying Aldrich, Anri loses her purposes and becomes hollow, leaving her sword for a friend. Hollow Anri uses the **Anri of Astora** statistics with the following changes:

- Her creature tag changes to 'hollow'.
- Her alignment shifts to chaotic evil.
- Her Intelligence becomes 7 (-2), her Wisdom becomes 8 (-1), and her Charisma becomes 6 (-2).
- She has a Challenge Rating of 8 (3,900 XP).
- She loses access to the Longsword attack option and gains access to the Broken Sword attack option.
  Broken Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) slashing damage.

HAZARDS & TRAPS

These are presented in order of appearance, not alphabetical order.

ROLLING SKELETON BALL

Location: Catacombs of Carthus

Effect. This 10-foot-diameter sphere is comprised of undead skeletons, and can roll uphill and downhill to squash intruders.

The skeleton ball acts on Initiative count 10. On its turn, the ball rolls up to 100 feet in a straight line. Each creature in its path must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 38 (7d10) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

The ball stops when it hits a wall or similar barrier, before moving back the way it came on the next Initiative count 20. It can't go around corners.

Countermeasures. There is a **carthus skeleton** with no attacks wearing a pointed hat and carrying a staff. If this skeleton is slain, the skeleton ball rolls until it hits a wall or similar barrier, where it shatters on impact.

GIANT AVELYN

Location: Smouldering Lake

Trigger. The Giant Avelyn activates when a PC enters ths Smouldering Lake.

Effect. Acts on Initiative count 20, but can't act two rounds in a row. On its turn, it makes three attacks against one PC within range. It has +11 to hit, range 1200 ft., and deals 33 (6d10) piercing damage on a hit. This attack can't gain advantage or disadvantage.

Countermeasures. There is a large lever atached to the base of the Giant Avelyn. As an Action, a creature can turn this lever, deactivating the Giant Avelyn. If the Giant Avelyn is deactivated, turning the lever activates it.

CURSED CLAW

These spectral arms hide in books in the Grand Archives, jumping out to attack creatures nearby and slwoly petrifying creatures nearby.

Trigger. A creature walks within 5 feet of the books the claws are in.

Effect. Each creature within 5 feet of the book when the claws emerge must make a DC 15 Dexterity saving throw or take 11 (2d10) slashing damage. The claws are immune to damage and after emerging remain until there have been no creatures within 5 feet of them for 2 rounds.

While the claws are emerged, each creature that starts its turn within 5 feet of the claws or moves within 5 feet of the claws for the first time on its turn must make a DC 20 Constitution saving throw. On a failed save, a creature is poisoned. The poisoned target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

Countermeasures. While the claws are not out, the books are indistinguishable from ordinary books. If a creature coats its head in wax, it is immune to the effects of the cursed claw.

WEAPON INFUSIONS

A nonmagical non-boss weapon can gain an infusion. A weapon can have no more than one infusion at a time. It must be left with a blacksmith with an appropriate gem and appropriate coal over a short rest. Infused weapons gain benefits depending on the gem.

Removing an infusion. Removing an infusion from a weapon requires a Shriving Stone and 1 hour with a blacksmith.

Fire Infusion (requires Fire Gem). The weapon deals an additional 1d6 fire damage on a hit.

Poison Infusion (requires Poison Gem and Farron Coal). A creature hit by this weapon must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Crystal Infusion (requires Crystal Gem and Sage's Coal). The weapon deals additional force damage on a hit equal to your Intelligence modifier.

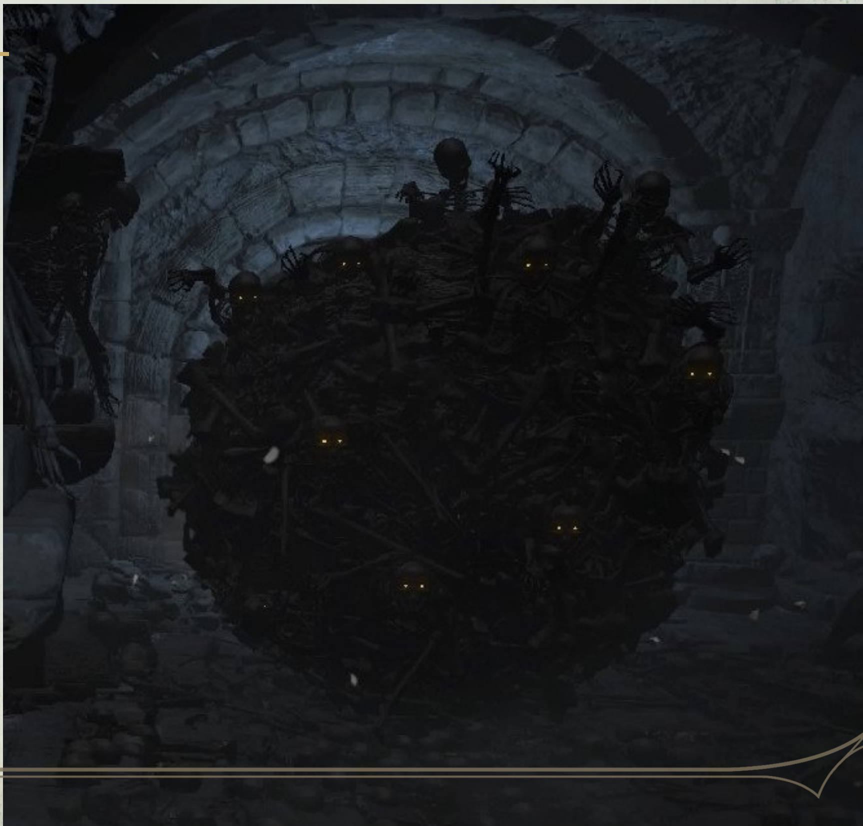
Blessed Infusion (requires Blessed Gem and Sage's Coal). The weapon deals additional radiant damage on a hit equal to your Wisdom modifier, and if you have at least 1 hit point at the start of your turn, you regain 1 hit point.

Deep Infusion (requires Deep Gem and Sage's Coal). The weapon deals an additional 1d6 necrotic damage on a hit.

Dark Infusion (Requires Deep Gem and Profaned Coal). The weapon deals additional necrotic damage on a hit equal to your Charisma modifier.

Lightning Infusion (requires Lightning Gem and Giant's Coal). The weapon deals additional lightning damage equal to your Wisdom Modifier.

Chaos Infusion (requires Chaos Gem and Giant's Coal). The weapon deals additonal fire damage equal to your Charisma modifier.



WEAPONS

BOSS WEAPONS

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Aquamarine Dagger	500 gp	1d4 piercing	0.5 lb.	Finesse, light, special
Crescent Moon Blade	500 gp	1d6 slashing	2 lb.	Finesse, light, special
Dancer's Enchanted Swords	500 gp	1d6 slashing	2 lb.	Elemental (1d6 fire or necrotic), finesse, light
Darkdift	500 gp	1d8 slashing	3 lb.	Finesse, special
Demon's Greataxe	2000 gp	2d12 slashing	65 lb.	Elemental (1d6 fire), large, two-handed
Demon's Scar	1000 cp	—	0.5 lb.	Elemental (3d6), finesse, light, special
Frayed Blade	500 gp	1d8 slashing	3 lb.	Finesse, special
Friede's Scythe	500 gp	1d8 slashing	5 lb.	Elemental (1d6 cold or force), light, reach, two-handed
Fume Ultra Greatsword	3000 gp	4d6 slashing	60 lb.	Large, special, two-handed
Irithyll Straight Sword	100 gp	1d8 slashing	3 lb.	Elemental (1d6 cold), versatile (1d10)
Moonlight Greatsword	2500 gp	2d6 slashing	6 lb.	Heavy, special, two-handed
Morne's Great Hammer	2500 gp	4d6 bludgeoning	60 lb.	Large, special, two-handed
Onyx Blade	1500 gp	2d6 slashing	5 lb.	Heavy, two-handed, special
Smough's Great Hammer	2500 gp	4d6 bludgeoning	80 lb.	Large, special, two-handed
Soldering Iron	500 gp	1d6 bludgeoning	5 lb.	Elemental (1d8 fire), special
Stormruler	25000 gp	1d6 bludgeoning	6 lb.	Heavy, special, two-handed
Martial Ranged Weapons				
Avelyn	500 gp	3d8 piercing	4 lb.	Ammunition (range 100/400), heavy, loading, two-handed

WEAPON PROPERTIES

Many of these weapons have additional properties, as shown in the table.

Elemental. The weapon deals additional damage on a hit. A damage value and type in parentheses appears with the property — the extra damage the weapon deals.

Large. Medium creatures have disadvantage on attack rolls with large weapons. Small and Tiny creatures can't make attacks with large weapons. A large weapon's size and bulk make it too large for a Medium creature to use effectively.

SPECIAL WEAPONS.

Aquamarine Dagger. The dagger has 10 charges and regains 1d6 + 4 charges daily at dawn. As a bonus action, you can expend a charge to generate a blade of crystal energy for 1 minute. While this blade lasts, the dagger functions as a rapier and deals an additional 1d6 force damage on a hit.

Crescent Moon Blade. The sword has 10 charges. When you take the Attack action, you can choose to expend a charge to replace one of your attacks with a beam of energy. Make an attack with the sword against a target within 30 feet of you. On a hit, the target takes 3d6 force damage. The sword regains 1d6 + 4 expended charges at dawn.

Darkdrift. Melee attacks made with *darkdrift* ignore any bonuses to AC from shields, the *shield* spell, or the *shield of faith* spell.

Demon's Scar. The *demon's scar* can be used as an arcane focus and a druidic focus.

Frayed Blade. The sword has 6 charges. As an action, you can send a wave of black flames at a creature you can see on the ground within 60 feet of you. The target must succeed of a DC 15 Dexterity saving throw or take 5d8 necrotic damage.

Fume Ultra Greatsword. While wielding this weapon with two hands, you gain a +1 bonus to AC.

Moonlight Greatsword. The sword has 10 charges. When you take the Attack action, you can choose to expend a charge to replace one of your attacks with a beam of energy. Make an attack with the greatsword against a target within 30 feet of you. On a hit, the target takes 3d6 force damage. The greatsword regains 1d6 + 4 expended charges at dawn.

Morne's Great Hammer. The hammer has 3 charges. As an action, you can expend a charge to release a thunderous blast around you. Each creature within 10 feet of you must succeed on a DC 15 Constitution saving throw or take 4d6 thunder damage and be pushed up to 10 feet away from you. The hammer regains 3 expended charges at dawn.

Onyx Blade. As a bonus action, you coat the weapon in black flames for 1 minute. While these flames last, the weapon deals an additional 3d6 necrotic damage on a hit.

Smough's Great Hammer. When you hit a creature other than an undead or construct with this weapon, you regain 4 hit points.

Soldering Iron. When you hit a creature with this weapon, the target can't regain hit points until the end of its next turn.

Stormruler. While you are wielding this greatsword, you can spend a bonus action to charge it up, surrounding the blade with howling winds. Once the sword is charged, you can spend an action to make a melee weapon attack with the charged blade, treating it as though it had a reach of 50 feet. On a hit, the target takes damage as normal. If the target is Yhorm, on a hit he instead takes 100 points of magical slashing damage and is knocked prone.

RINGS

ALDRICH'S RUBY

Ring, rare (requires attunement)

While wearing this ring, if you roll a 20 on an attack roll against a creature you gain 10 temporary hit points.

BLUE TEARSTONE RING

Ring, very rare (requires attunement)

While wearing this ring, if you have a number of hit points remaining equal to or less than 20% of your hit point maximum (minimum of 1), you gain resistance to all damage.

CARTHUS BLOODRING

Ring, rare (reuires attunement)

While wearing this ring, when you take the Dodge action you gain a +2 bonus to AC that lasts until the start of your next turn.

CARTHUS MILKRING

Ring, rare (requires attunement)

While wearing this ring, when you take the Dodge action you turn invisible until the start of your next turn.

DEEP RING

Ring, rare (requires attunement by a cleric, druid, paladin, ranger, or wizard)

While wearing this ring, you can prepare 1 additional spell.

DRAGONCREST RING/WITCH'S RING/ RING OF THE SUN'S FIRSTBORN

Ring, uncommon (+1), rare (+2) (requires attunement by a spellcaster)

While wearing this ring, you gain a bonus to spell attack rolls and your spell save DC determined by the ring's rarity.

FLYNN'S RING

Ring, legendary (requires attunement)

While wearing this ring, you gain a bonus to weapon attack and damage rolls determined by the amount of weight you are wearing or carrying.

Weight	Bonus
0-9 lb.	+4
10-19 lb.	+3
20-29 lb.	+2
30-39 lb.	+1

FOUR PILLARS RING

Ring, very rare (requires attunement)

You gain a +2 bonus to an Ability score while wearing this ring. The image on the ring indicates the Ability score, which the DM chooses or determines randomly.

d4	Ability score	Image
1	Strength	Knight
2	Dexterity	Hunter
3	Intelligence	Scholar
4	Wisdom	Priestess

HAWK RING

Ring, rare (requires attunement)

While wearing this ring, the normal and maximum range of your ranged weapon attacks increases by 10 feet.

HORNET RING

Ring, very rare (requires attunement)

While wearing this ring, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

RED TEARSTONE RING

Ring, rare (requires attunement)

While wearing this ring, if you have a number of hit points remaining equal to or less than 20% of your hit point maximum (minimum of 1), you gain a bonus to damage rolls equal to you proficiency bonus.

SAINT'S RING

Ring, rare (requires attunement by a cleric, druid, paladin, ranger, or wizard)

While wearing this ring, you can prepare 1 additional spell.

SLUMBERING DRAGONCREST RING

Ring, uncommon (requires attunement)

While you wear this ring, your movement makes no sound and you have advantage on Dexterity (Stealth) checks made to move quietly.

WOLF RING

Ring, rare (requires attunement)

While wearing this ring, you have advantage on checks and saving throws to avoid being knocked prone.